



THE ROLEPLAYING GAME

TELL STORIES OF SURVIVAL IN THE GENRE-DEFINING POST-ATOMIC SETTING

STARTER
SET

ROLEPLAYING

RULE
BOOK



Bethesda

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With Thanks to

David Evans, the whole team at
Bethesda Softworks, and all the *Fallout*
fans and playtesters

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Chapter One

WELCOME TO THE WASTELAND



This booklet contains all the information you need to begin playing a tabletop roleplaying game set in the **Fallout** universe. Regardless of your experience with

roleplaying games, this booklet will take you through the rules of the game and even includes a quest to get you started!

AN INTRODUCTION TO TABLETOP ROLEPLAYING GAMES

Tabletop roleplaying games (RPGs) have been enjoyed as a popular hobby for over half a century. If you are reading this book and have never played an RPG before, then this introductory chapter is especially for you.

Players of an RPG assume the roles of characters in a fictional setting, whereas board games involve using a set of rules to move or place pieces on a pre-marked surface known as a “board”. Tabletop roleplaying shares things in common with both board games and video game RPGs, just like the *Fallout* series. However, there are many things that make playing a tabletop RPG a totally unique and unforgettable experience.

They are typically run by a **gamemaster (GM)** who acts as narrator and rules moderator, in which the participants describe their **player characters’ (PCs)** actions. The PCs’ actions succeed or fail according to a set of rules (in the case of *Fallout*, rolling dice to determine an action’s outcome). Within the rules, both the players and the GM have the freedom to improvise, or to act out their character as if they were in a movie. Their choices shape the direction and outcome of a game’s story. The spirit of an RPG is having fun with a group of people through collaborative storytelling, exciting choices, and fun gameplay.

Throughout this chapter, we’ll discuss how to find a group of people to play with, how to be a good player, and how to be a good gamemaster.

PLAYING YOUR FIRST GAME

To play your first game of *Fallout*, one of the first things you must do is find a group of people to play with and decide who will be the GM that runs the game. You can convince friends or family to play with you, but there are other options for finding a group too.

GATHERING A GROUP

A simple search on the internet should reveal the nearest friendly local game store, where local gaming communities gather and play. These stores often have message boards to help find local players and the store managers can direct you on the best way to find a group to play with.

Another great place to find many people interested in playing is to attend conventions. Thousands of players gather at many tabletop conventions across the world, looking for a few days of fun and games.

It is also easier than ever to find groups to play online. To play online, you generally need to make use of a virtual tabletop (VTT) or a similar system to manage the gameplay, and there are plenty of great options out there.

SETTING EXPECTATIONS

As you gather your group to play, it is important to set the expectations for the game. Everyone should know that **Fallout** is a roleplaying game that requires a few hours of play each session. Players take on the roles of characters trying to survive and make their way in a post-atomic America filled with cut-throat raiders, mutated monsters, and unforgiving environs. Hope is scarce, whether it be for a better tomorrow or personal gain, but people still cling on anyway.

Fallout is often a violent game that puts the PCs in combat situations. Despite that violence, the players are meant to cooperate to tell an unforgettable story about their characters and the world. The campaign *Once Upon a Time in the Commonwealth* teaches you about the setting and rules slowly over multiple sessions of gameplay.

PREPARE TO PLAY

While playing for the first time can be intimidating to some, RPGs are easy to learn. Every game has a

Pre-Generated Player Characters

The pre-generated characters provided in this starter set are to get your players into the game quickly, while showing how the setting of **Fallout** can feature a diverse cast of widely varying viewpoints. Some players may find the detailed backgrounds helpful to jump into the post-apocalyptic setting of the Commonwealth. Other players may find the character detail creatively restrictive and be inspired to repurpose their stats and abilities to their own stories.

As the GM, if you decide to use the pre-generated characters in this section, consider whether you plan to continue playing a full campaign of **Fallout** and discuss that with your group before they settle on which characters they will play. Be sure to encourage your players to keep, change, or ignore pre-generated backgrounds as much or as little as they would like.

core mechanic that determines if a character's action is successful. It is best if players read the rules before playing **Fallout**, but the rules can also be taught by the GM by playing through *Once Upon a Time in the Commonwealth*.



Experienced players and the GM should work together to help players learn to play, without speaking over them or making them feel bad for being new to the game. One way to help new players learn about RPGs is to share with them an actual-play video of the game they will be playing. Forums are another great place to ask questions and get clarification between game sessions.

If playing in person, you need a pencil, at least two 20-sided dice, the specialized 6-sided included in the **Fallout** starter set, and a character sheet. Character sheets record your characters game statistics, background information, inventory, and other important information you need. This starter set includes sample character sheets that you are encouraged to use.

Finally, if playing online, everyone should have access to the virtual tabletop app for the game, containing their character sheet, necessary play materials, and a means to chat or interact with other players, including the GM.

HOW TO BE A PLAYER

Being a good RPG player simply requires you to have fun, be kind to the people you play with, embrace the game's story, play to find out what happens next, and interact collaboratively. The best players give their full attention to others while they are speaking and make exciting choices that build upon the actions of the other people at the table.

As a player, you could speak in your character's voice, as though you were playing them in a movie. Some players are more comfortable simply describing what their character does or says without attempting to act as their character. RPGs don't require you to be actors, only that you have fun telling a story together with the rest of the group.

Finally, do not be afraid to ask questions if you get confused about the rules, or what is happening in the game's story.



THE FLOW OF PLAYING AN RPG

Understanding the flow of an RPG will help you understand how to play and interact with others. Games typically begin with the GM describing where your character is and what is happening around them. From there, you can ask questions and describe what your character does in the story. The GM narrates what happens next and asks you to roll dice as necessary to determine the outcomes of your character's actions.

This process repeats, flowing between the GM's narration and the players' questions and actions, with additional rules and scenarios changing the given circumstances of the cycle. The story progresses until the GM announces a break or that the gaming session is over, sometimes leaving the players with a cliff-hanger ending!

HOW TO BE A GAMEMASTER

If you are the GM, you set the stage for the story, manage the flow of the game, narrate the outcomes of players' actions, and act as a rules' moderator for the game. Being a GM can be more challenging than being a player but can also be tremendously rewarding and fun. The most important job of the GM is to make sure everyone (including yourself) is having fun.

A great GM is asked to present opposition to the players' characters while still being a cheerleader for the players and the story they are telling. This requires you show all players respect, no matter their familiarity with RPGs or who they are.

PREPARING TO RUN A GAME

Before running an entirely original game or story, we recommend you run the campaign presented in this starter set, which teaches you the rules as your group plays along. While you should familiarize yourself



with the rules before playing your first session, you should not expect to understand them perfectly. At the least, GMs should be able to help players understand their character sheets, how dice rolls work, and other basic rules.

It is perfectly normal for GMs to have to reference rule books during the game, but if you are unable to find or understand a rule, you can make a decision you believe makes the most sense for the situation. If there is a rules dispute at the table, you should listen respectfully, and then make a final decision.

Because RPGs are largely improvised, even GMs with amazing memories struggle to remember key details between game sessions. Throughout a gaming session and at the end of it, you could take notes, containing key details about what happened in the story, what major actions the PCs took, and any ideas that sprang to mind in the middle of the game. Alternatively, the GM may ask the players to take notes for the group instead, and it is a good idea to offer a recap of the previous session's major events before beginning a new session.

MANAGING THE FLOW

The GM manages the flow of the game. They describe to the players what is happening in the story by telling them what their characters can see, hear, and smell. The GM also assumes the role of any characters not controlled by the players, known as non-player characters (NPCs) and acts as those NPCs based on their goals and drives. The players then react to the situations presented to them and the GM describes what happens next. When a dice roll is required, the GM interprets the results and continues advancing the story forward.

While the campaign presented in this book is detailed, you should remember that it is only a guide. Players frequently do unexpected things not accounted for in *Once Upon a Time in the Commonwealth*. You can respond to these unexpected deviations from the campaign by using your knowledge of the story and rules to keep the game moving until the players get back on track with the story presented. You should always remember that the plot in your head is less important than the story being improvised at the table and focus on driving that story onward in collaboration with the players.

You should not be afraid to move a scene ahead to the next notable event in the game if the pace of the game is too slow. If the players do not seem to be having fun, you can focus on the story's most dramatic moments and ask the players how their characters react. Additionally, if the players seem stuck or uncertain what to do next, you could give the players hints—being stuck is not fun for anybody at the table.

RUNNING A SAFE GAME

It is always encouraged that you talk to your players about safety at the table. Players should be given the opportunity to inform the group of any subject matter they wish to avoid during the game. Let them know they can opt-out of a scene if it makes them uncomfortable for any reason. Games are meant to be fun and everyone at the table is responsible for making everyone else feel welcome and safe.

If a player is disrupting the experience of the game or making other people feel uncomfortable, you should approach them directly without attacking them personally: describe the problem and ask them to adjust their behavior. This is best done privately, but if circumstances do not allow for a private conversation, should be handled respectfully at the table. If the player continues to be a problem or crosses an unforgivable line, you should calmly and firmly tell the player to leave the table. After asking a player to leave, check in on the well-being of the other players and ask if they wish to continue playing or resume the game another time.

For more information on safety tools, you can search online or see p.318 of the ***Fallout: The Tabletop Roleplaying Game Core Rulebook***.

ADVICE FOR RUNNING THE STARTER SET CAMPAIGN

The GM should read *Once Upon a Time in the Commonwealth* through at least once before running the game for others. The players do not need to be familiar with the setting to enjoy this campaign, but the story will be the most fun when it captures the voice of ***Fallout's*** 1940s – 1960s American pop culture influence. To that end, the ***Fallout*** video games, particularly ***Fallout 4***, are highly recommended to anyone wanting to run this campaign.

Trust is hard to come by in post-atomic America and the story of this campaign is meant to make players paranoid that anyone they come across could double-cross them. It is likely that a group of new PCs will not even trust each other at various points during the campaign, due to opposing beliefs and goals. Because of this, the GM must find opportunities to encourage the group to work together. After all, there is safety and survival in numbers.

The number of players will vary for different groups. The encounters in this campaign are generally balanced for groups of four-to-five. For smaller or larger groups, consider slight adjustments to the number of enemies in encounters with multiple enemies.

WHAT KIND OF QUESTS CAN I HAVE?

The list of possible quests you can go on with the **Fallout** is endless. You could explore the puzzling experiments of Vault-Tec; become mercenaries protecting trade caravans and settlements; find yourself up against Institute synth replicas while hiding beneath the ruins; or meet with the mighty Brotherhood of Steel and their advanced technology.

With the options to play both vault dwellers and wastelanders, as well as ghouls, super mutants, and even the beloved robotic Mister Handy, the **Fallout** tabletop roleplaying game allows you to explore any aspect of the Wasteland you like.



Chapter Two

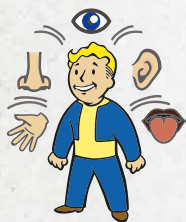
CHARACTERS

S.P.E.C.I.A.L. ATTRIBUTES

Each character in *Fallout* is defined by seven attributes: **Strength**, **Perception**, **Endurance**, **Charisma**, **Intelligence**, **Agility** and **Luck**. Each attribute has a rank, from 4 to 10, or more. Whenever you try to attempt a skill test, your S.P.E.C.I.A.L. attributes form one part of your target number, when you roll your pool of d20s.



- **STRENGTH** measures your character's physical prowess. It is used to make melee attacks, increases melee damage, and influences how much stuff you can carry.



- **PERCEPTION** influences how easily you notice danger and how aware you are of your environment, affects your turn in the initiative order in combat, and is used to make attacks with energy weapons.



- **ENDURANCE** describes your toughness and resilience, influences how many health points you have, how easy you find it to shrug off the physical dangers of the wasteland, and your ability to wield heavy weapons.



- **CHARISMA** influences how effectively you can convince people of your opinions, change their minds, barter with people, and find safety; among others.



- **INTELLIGENCE** measures your smarts, how you apply your mind to an obstacle, and how much you remember and know from studying the world around you.





- **AGILITY** measures how fit and agile you are, your balance, athletic suppleness, and how precisely you can control your body. It is used to make ranged attacks with small guns.



- **Luck** describes just how much fortune smiles down on you, turning fickle forces in your favor, and generally coming out on top when you should be at the bottom. Luck gives you points to spend to add story details; use your Luck attribute when you make skill tests, and re-roll dice.

SKILLS

You are trained in several skills, which encompass the various activities and proficiencies that you've picked up surviving in the post-apocalyptic wasteland. Each skill is ranked from 0 to 6, with each rank representing a differing degree of training.

You add your skill rank together with your S.P.E.C.I.A.L. attribute to get your target number when you make a skill test.

TAG SKILLS

A few of your skills are Tag skills, marking them as your areas of expertise. Tag skills represent a focused training in those skills, a special affinity or talent with that discipline.

Tag skills increase your chances of a critical success. When you use a tagged skill, **each d20 that rolls equal or under the skill rank is a critical success**, scoring 2 successes instead of 1.

Skills Summary

SKILL	DEFAULT ATTRIBUTE	DETAIL
Athletics	STR	Lifting, pushing, pulling, jumping, running, and swimming
Barter	CHA	Buying and selling
Big Guns	END	Using heavy weapons such as miniguns, Fat Mans, gatling lasers, and gauss weapons
Energy Weapons	PER	Using energy weapons such as laser guns, plasma guns, and gauss weapons
Explosives	PER	Blowing things up, or stopping them from doing that
Lockpick	PER	Opening locks without the key
Medicine	INT	Healing people and stabilizing the dying
Melee Weapons	STR	Fighting people with bats, clubs, knives, boards, wrenches, and sledges
Pilot	PER	Flying and driving
Repair	INT	Fixing stuff, crafting things, and building machines
Science	INT	Hacking, programming, and brewing chems
Small Guns	AGI	Shooting people with pistols, rifles, and shotguns
Sneak	AGI	Moving quietly and staying hidden
Speech	CHA	Making friends, influencing people, and lying to them if you have to
Survival	END	Foraging, hunting, cooking, and enduring the wastes
Throwing	AGI	Launching weapons from your hands, like spears or knives
Unarmed	STR	Fighting without a weapon by making unarmed attacks

DERIVED STATISTICS

As well as your S.P.E.C.I.A.L. attributes and skills, you also have a number of derived statistics.

CARRY WEIGHT

You can carry a base of 150 pounds of equipment, plus your Strength attribute multiplied by 10. You can carry more by using perks, increasing your Strength attribute, and using equipment with extra carrying space.

Over-encumbered

If you carry more gear than your carry weight allows, you will suffer a number of penalties.

- If the total weight of your gear exceeds your carry weight, all tests using your Strength or Agility increase in difficulty by +1, you cannot take the Sprint action, and your Initiative is reduced by 1.
- If you carry 50 lbs. or more than your carry weight, then the difficulty of those tests increases by a further 1, and your initiative is reduced by another 1. Each additional 50 lbs. over your carry weight increases those penalties by 1.
- If you're carrying twice your carry weight, you cannot move, you will automatically fail any Strength or Agility-based skill tests, and your Initiative is 0.

INITIATIVE

Your initiative determines how quickly you act in combat. It is equal to your PER + AGI (minus any penalties for being over-encumbered). This is a static number, which determines your place in the turn order during a combat encounter—it isn't a target number for a skill test. It can be modified by perks and the effects of encumbrance.

For example, if your Perception is 5, and your Agility is 7, your Initiative is 12. You will act before people

with an Initiative of 11 or lower, and after anyone with an Initiative of 13 or higher. The higher your initiative compared to those of other characters in the scene, the sooner you can act each round.

DEFENSE

Your Defense statistic is the basic difficulty of any attacks made against you. It is based on your Agility attribute:

- **AGI 1-8:** your Defense is 1.
- **AGI 9+:** your Defense is 2.

DAMAGE RESISTANCE

Your resistance to different types of damage is determined by your equipment and your perks. Damage Resistance (DR) is subtracted from damage inflicted of the same type before it reduces your health—Physical Damage Resistance reduces Physical damage, Radiation Damage Resistance reduces radiation damage, etc.

- **Physical Damage Resistance** is how much Physical damage you can shrug off from an attack. Clothing and armor are the main sources of Physical DR, depending on how they're made, but mutations can also provide some natural resistance to incoming attacks. Physical DR normally varies by hit location, depending on clothing or armor.
- **Energy Damage Resistance** is how resistant you are to Energy damage, and it normally comes from clothing or armor that has been made in a particular way. Energy Damage Resistance normally varies by hit location, depending on the clothing or armor worn.
- **Poison Damage Resistance** is how much Poison damage you ignore from toxins. Perks and mutations provide poison DR, as can certain chems and consumables. You have a single Poison DR value for your entire body—it doesn't vary by location.






- **Radiation Damage Resistance** is rare but often vital, as it reduces how much Radiation damage you receive from attacks and hazards, and it normally comes from protective clothing or armor, from chems like Rad-X, or from other consumables. Some creatures, like super mutants and ghouls, are entirely immune to Radiation damage, as are machines such as robots. Radiation DR normally varies by hit location, depending on the clothing or armor you wear.

HEALTH POINTS

Your starting maximum health points (HP) are determined by adding together your Endurance and your Luck scores. Your health points deplete as you suffer damage, and generally show how far you are from death, as explained in the *Combat* section. As you increase in level, you increase your maximum health points, and you can use perks to increase them further.

MELEE DAMAGE

Your melee damage statistic lists any bonus damage you do with melee weapons or unarmed attacks, due to having a high Strength attribute. You add the number of bonus Combat Dice listed to your melee damage rolls.

STRENGTH ATTRIBUTE	ADDITIONAL COMBAT DICE
7–8	+1 
9–10	+2 
11+	+3 

PERKS

Perks are special bonuses that you can obtain to boost your character's S.P.E.C.I.A.L. attributes, skills, give them a unique edge, or even a brand-new ability. Perks are often tied to S.P.E.C.I.A.L. attributes or skills, enhancing them, or providing you with a totally new ability in a specific circumstance.

CORE RULES

SKILL TESTS

A skill test is a method of resolving an action you want your character to attempt. You roll some dice, and the results tell you whether you succeeded, failed, or complicated the situation.

When the gamemaster asks you to attempt a test, they're asking you to check your character's attributes, roll a pool of 2–5 twenty-sided dice (d20s), and get more successes than the gamemaster needs for you to pass the test.

ROLLING THE DICE

1. CHOOSE ATTRIBUTE + SKILL: The gamemaster chooses which attribute and skill from your character sheet are appropriate for your test. Add together the attribute and the skill chosen: this is your **target number** for each d20. You can suggest which **attribute + skill** might apply, but the GM has the final say.

- Your target number is the number each d20 must roll equal to or under to generate one success.

2. SET THE DIFFICULTY: The gamemaster sets the **difficulty** for the test, normally between 1 and 5. The difficulty is the number of successes you must generate with your d20s to pass.

3. ROLL THE DICE POOL: Assemble your dice pool. You start with two d20s, but you can buy up to 3 more d20s by spending **Action Points** (see p.18). After you've added any extra dice from spending Action Points, roll the entire dice pool.

4. CHECK FOR SUCCESSES: Each d20 that rolls equal to or less than your target number scores one success. Any d20 that rolls a 1 is a **critical success**, which is worth two successes.

- If the skill you're using is a **Tag Skill** (see p.47), then you score a critical success for each die which rolls equal to or less than your skill rating.
- Each d20 that rolls a 20 generates a **complication** (see p.15)

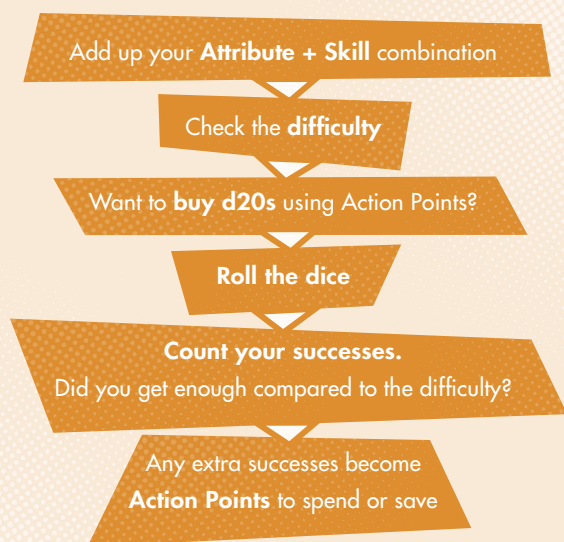
5. CHECK SUCCESSES AGAINST THE DIFFICULTY: If the number of successes you scored equals or beats the difficulty of the test, then you have passed. If the number of successes scored is less than the difficulty, you have failed.

- Each success above the difficulty becomes an Action Point, (see p.18).

6. GET THE RESULT: The gamemaster describes the outcome, and if the test was successful you can spend Action Points to improve the result further. After that, the GM introduces any complications.

Example: *Nate needs to find out if Codsworth is okay, as he's been on his own for 200 years. His test is difficulty 1, and he must use **CHA** + **Speech** (7 + 2 = 9). Nate's player rolls 2d20, checking the results separately, and rolls a 5 and a 19—because the 5 is equal or below Nate's target number, he scores 1 success, and passes the test. Codsworth describes how hard it's been to try and keep the house clean for two centuries...*

Skill Test Summary



Test Difficulty Examples

DIFFICULTY	EXAMPLE
0	Gathering rumors around a settlement, searching a room in an abandoned building
1	Shooting a target at close range, picking a simple lock
2	Breaking down a reinforced door, treating an injury
3	Identifying an unknown poison, deactivating a robot from behind
4	Hacking a complex computer, disarming a landmine
5	Convincing an enemy to stand down, shooting a target at long range on a stormy night

TARGET NUMBER

When your gamemaster asks for a skill test, you agree to an **attribute + skill** combination from your character sheet that best applies to the action you're trying to achieve. That target number, made by adding your chosen attribute and skill, gives you the number each d20 must roll equal to, or under; if it does then you generate one success.

SUCCESSSES AND DIFFICULTY

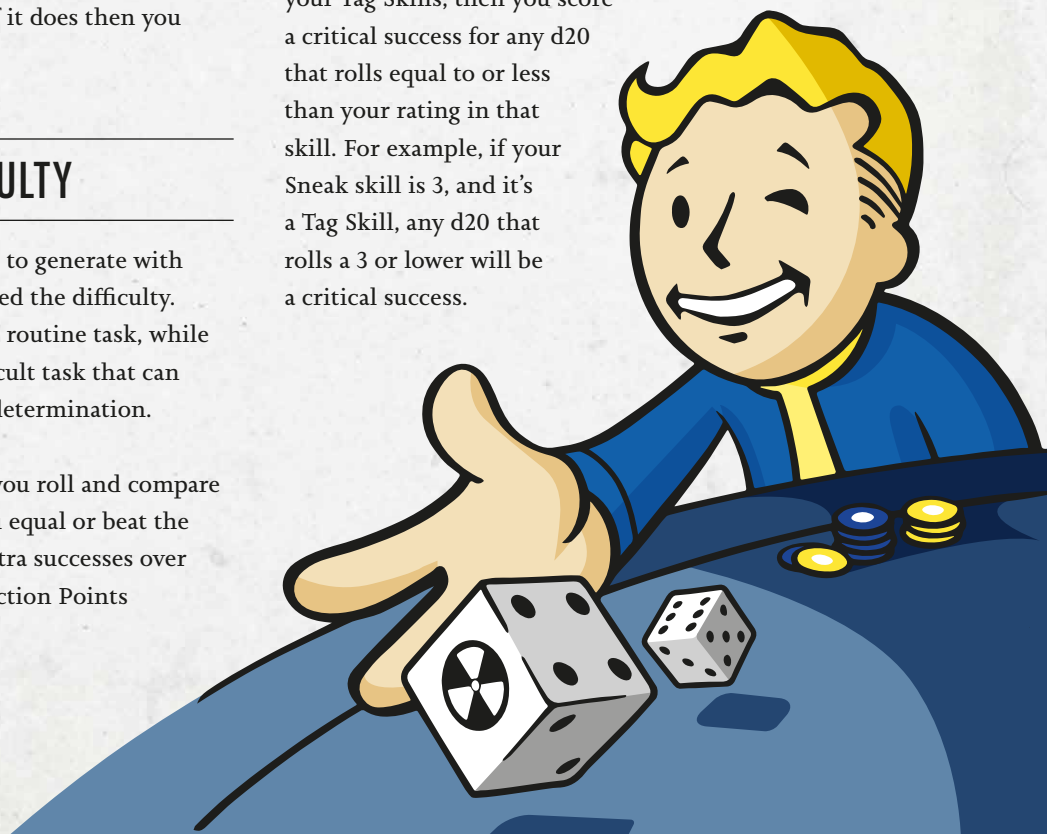
The number of successes you need to generate with your d20s to pass a skill test is called the difficulty. Only needing 1 success describes a routine task, while needing 5 successes reflects a difficult task that can only be completed with guts and determination.

Total up the number of successes you roll and compare them against the difficulty—if you equal or beat the difficulty you pass the test. Any extra successes over and above the difficulty become Action Points (see p.19).

CRITICAL SUCCESSSES

Whenever you attempt a test, any d20 that rolls a 1 is a critical success. Each critical success you roll generates two successes.

If the skill you're using is one of your Tag Skills, then you score a critical success for any d20 that rolls equal to or less than your rating in that skill. For example, if your Sneak skill is 3, and it's a Tag Skill, any d20 that rolls a 3 or lower will be a critical success.



Default Attribute + Skill

The skill list on your character sheet lists a default attribute associated with each skill. Some tests may prescribe a default attribute + skill combination to work out your target number, but at the GM's discretion you can suggest a different combination.

COMPLICATIONS

When attempting a test, each d20 that rolls a 20 causes a complication—a new detail in the scene that makes things more difficult that comes into effect once the test has been resolved. A complication could introduce a new problem—like a gun jamming or breaking a lock pick—or it could make specific skill tests more difficult in future, like insulting a merchant so **CHA + Barter** tests with him in future are increased in difficulty by 1. Complications do not prevent you from succeeding, but they do introduce something new to the story that makes things more difficult.

If you and the gamemaster cannot come up with a complication for you, in the scene you're in, the GM can instead gain 1 Action Point to use for their non-player characters and creatures later.

DICE POOL

Normally, you roll 2 d20s and check their results individually against your target number and count the number of successes you generate, but you can buy more dice to roll! With Action Points you can buy up to 3 more d20s to roll on a test. This means you can roll a total pool of 5d20 at any one time. Action Points are covered on page 19.



DIFFICULTY ZERO TESTS

Some tests may be difficulty 0, or your character's perks or gear may reduce a test's difficulty to 0. If a test is difficulty 0, you don't need to roll—your action is automatically successful. At your GM's discretion, you can still choose to roll the dice against a difficulty of 0. Because zero successes are required, every success becomes an Action Point, but you can still suffer complications by rolling a 20, as normal.

OPPOSED TESTS

Sometimes you'll face situations that are not difficult because of the task itself, but because of an opposing force trying to prevent your success. In these cases, you, and the opposing player (normally the GM) will both roll a dice pool and compare results to see who wins.

When another character opposes you in a test, their player rolls their d20 dice pool and the number of successes they generate becomes the difficulty of your test. If you equal or beat your opponent's number of successes, you win the opposed test, and any extra successes become Action Points. If you do not generate enough successes to meet the difficulty, you fail, and your opponent could generate AP.

Action Points in Opposed Tests

In an Opposed Test, the opposing characters spend AP first and then rolls. The active character then may spend AP to add dice to their pool (if they wish) and then rolls.

If two player characters are making an opposed test, then both players must generate AP for the GM to buy additional d20s (see p.19). The group pool is for team players!

When you succeed in an opposed test, you generate Action Points by comparing your result to your opponent's. When you are rolling against an established difficulty, any excess successes generate AP as normal. When you are the one to roll first, establishing a difficulty for your opponent, each success of theirs less than your number of successes generates you 1 AP.

ASSISTANCE

To assist a fellow player, describe how you are helping and decide with the GM which attribute + skill combination you're using; it doesn't have to be the same combination as the person you're helping. Then, roll 1d20 and add any successes you generate to theirs, providing they score at least 1 success of their own. If they didn't generate any successes, then you cannot add your success to the total.

You cannot buy additional d20s if you are assisting—you can only roll 1d20—but your d20 doesn't count towards the limit of 5 that the player attempting the test can roll in their dice pool.

While assisting, you can score critical successes or complications as normal.

GROUP TESTS

When your whole group is attempting a single large activity, like sneaking through an area together, or travelling through a hazardous area, you make a special kind of assisted test. Once the GM has set the difficulty, you must decide who is going to lead the test, while the rest of the group assists.

The leader of the group test rolls a normal dice pool—2d20 plus up to 3d20s they buy through Action Points. Everyone else rolls 1d20, using their own attribute + skill. So long as the test leader achieved 1 success, everyone assisting adds any successes they generated to the leader's score. If those accumulated successes equal or beat the difficulty, the group has passed the group test.

Any complications generated by anyone in the group rolling a 20 can be applied by the GM after resolving the test and its consequences.



COMPLICATION RANGE

When tests are riskier, the GM can increase the complication range of the test, so you generate complications on more results than just a 20.

Complication Range Table

COMPLICATION RANGE	COMPLICATIONS GENERATED ON A....	DESCRIPTION
1	20	Normal
2	19–20	Risky
3	18–20	Perilous
4	17–20	Precarious
5	16–20	Treacherous

Success at a Cost

At times, the GM may allow you to succeed at a cost when you fail a test. In these situations, you achieve whatever it was you were trying to accomplish with your skill test, but you may not spend Action Points to improve the outcome... in exchange, the GM causes you to suffer one or more Complications, as well. The GM should tell you how many Complications you'll suffer (normally only 1), and you can choose to simply fail if the cost is too high.



ACTION POINTS



When you check your successes against the task difficulty, each success you generate above the difficulty becomes an Action Point (AP). For example, if the task's difficulty is 2, and you generate 3 successes, the extra success becomes 1 Action Point.

Action Points can be used to take additional actions, improve the outcome of a test, reduce the time it takes, learn more about a situation, or buy more d20s in future tests.

You can spend Action Points to do the following:

- **Buy d20s (1–6 AP):** Buy bonus d20s for a test, before the dice pool is rolled, but after the GM sets the difficulty. The cost increases for each die purchased: the first d20 costs 1 AP, the second costs 2, and the third costs 3. No more than three bonus d20s may be rolled for a single test, including any d20s from perks or traits.
- **Obtain Information (1 AP):** Ask the gamemaster a single question about the current situation, based on your test. The GM will answer truthfully, but the answer might not be complete.
- **Reduce Time (2 AP):** AP from a successful test can allow the test to take less time to complete, when time is important. Spending 2 AP halves the amount of time a test takes to attempt.

In combat, you can spend Action Points to do the following:

- **Take Additional Minor Action (1 AP):** Take 1 additional minor action in your turn. You can only take a total of 2 minor actions in a single round.
- **Take Additional Major Action (2 AP):** Take one additional major action on your turn. Any skill test you must attempt is increased in difficulty by +1. You can only take a total of two major actions in a single round.
- **Add Extra Damage (1-3 AP):** On a successful melee attack or thrown weapon attack you can spend AP to add 1  per AP spent, up to a maximum of +3  for 3 AP.

Bonus d20 Costs

DICE POOL	BONUS D20S	AP COST
2d20	–	0
3d20	+1 d20	1
4d20	+2d20	3
5d20	+3d20	6

You spend Action Points either before or after you roll dice, and each option describes when you can spend Action Points to take advantage of its effect. You buy extra d20s for a test before you roll, while you spend Action Points after a test to obtain information, reduce the time, improve the quality of the success, or take an additional action.

SAVING ACTION POINTS

If you don't want to spend the Action Points you generate immediately, you can save them for the group to use later. You can save up to a total of 6 AP as a group, and anyone can use the Action Points in the group pool.

THE GAMEMASTER'S ACTION POINT POOL

Just like you, the GM has a pool of their own Action Points to spend on their NPC's actions. They start each quest with 1 AP per player. There is no maximum to how many Action Points the GM can have in their pool.

Buying Dice Without Action Points

If you don't have any Action Points to buy d20s, you may instead generate AP for the gamemaster. For each AP you want to spend in this way, the GM adds 1 AP to their pool, which they can use later on their NPC's actions and tests. You may only give the GM Action Points to buy d20s; you can't do this for other uses of AP.



LUCK

In addition to being one of your attributes, your Luck also provides **Luck points** that you can spend to shift the odds in your favor in a number of different ways. When you start each quest with a number of Luck points equal to your Luck attribute. You can spend Luck points to do one of the following options, both during freeform play or on your turn in combat.

LUCK OF THE DRAW

You may spend a Luck point to introduce a helpful fact or detail about the situation you're in, something that you'd have to be lucky to encounter. You could find just the right items or the right kind of ammo while you're scavenging, find a key to a locked door, or a clue to a computer password. The gamemaster may prompt you with an opportunity to do this, or you may suggest when it could happen, but they can veto your suggestions, or ask you to spend multiple Luck points to make it happen.

STACKED DECK

You may spend 1 point of Luck, before you attempt a skill test, to use LCK instead of the default attribute used for that test to determine your target number. Obviously, this only really has a benefit if your Luck is higher than the attribute it's replacing.

LUCKY TIMING

In a combat encounter, at the start of any round, or immediately after any other character or creature has acted, you may spend 1 Luck to interrupt the normal initiative order and take your turn for this round immediately. This counts as your normal turn—it simply allows you to act earlier—and you cannot do it if you have already taken a turn this round.



MISS FORTUNE

You may spend one or more Luck points to re-roll dice in a dice pool you roll. You may re-roll one d20, or up to three 🎲, by spending one Luck point, and you can spend multiple Luck points on a roll. Each die may only be re-rolled once—you cannot re-roll a die that has already been re-rolled. You must accept the re-rolled result, even if it is worse than the original roll.

Example: Nick Valentine is hacking a computer and his player hasn't generated enough successes to pass the skill test. They need 2 successes, and have rolled a 9 and a 19, generating only 1 success. Nick's player decides to spend a point of his Luck, and re-roll the d20 that rolled a 19. Rolling it again, Nick's player gets a 6, generating the second success they need to pass the test.

Trinkets

Personal trinkets also allow your character to regain Luck points. Once per quest, outside of combat, your character can spend a few moments looking at the trinket, thinking about what it means to them. When you do, you regain 1 Luck point. See *Personal Trinkets*, p.80 for more details.

Luck Options Summary

LUCK SPEND	DESCRIPTION
Luck of the Draw	Add a detail to a scene
Stacked Deck	Use your LCK attribute for a skill test
Lucky Timing	Interrupt the normal turn order to take your turn now
Miss Fortune	Re-roll 1 d20 or 3 🎲 per Luck point spent

REGAINING LUCK

You start your quest with a number of Luck points equal to your Luck attribute. Once you've spent a point, it can't be used again until the gamemaster refreshes them when you reach a milestone in your quest, or when you start a new quest. When they are refreshed, you get all your Luck points back, no matter how many you've spent. You can't have any more Luck points than your Luck attribute.

NON-PLAYER CHARACTERS

A non-player character—normally abbreviated to NPC—is any character controlled by you, the game-master. You decide on an NPC's motives, their nature, and the actions they take. There are two main categories of NPC: **creatures** and **characters**.

A **creature** is a simpler kind of NPC, normally used to represent mutated animals, feral creatures, and similar bestial foes. Everything from mole rats and radroaches to feral ghouls and deathclaws are creatures. Creatures use a simplified set of statistics.

A **character** is an intelligent being, little different from a player character. They have a full set of S.P.E.C.I.A.L. attributes and derived statistics.

- Like player characters, all NPCs have a **level**, indicating how dangerous a creature is or how challenging a character is.
- NPCs often have a **keyword** that notes something specific about them. Rules may refer to these keywords, and they describe an NPC's underlying nature or allegiance.
- **Types** of NPCs describe how powerful and important they are. Normal NPCs are the most common while Mighty creatures are more potent, and Legendary creatures are more even more powerful. Notable characters are significant individuals, while Major characters are some of the most influential people in the wasteland.
- **Special Abilities** listed in the NPCs entry describe unique abilities they have, much like perks for player characters.

DEFEATING OR OVERCOMING NPCs

Enemy NPCs reduced to 0 health points are dead unless the attacker chooses otherwise. Major Characters start dying in the same way as PCs, and you must start making **END + Survival** tests as described on page 29.

Enemy NPCs are overcome if the threat they pose is conclusively avoided, such as sneaking past a group of foes to get at what they're guarding (and getting back out again) or persuading them not to fight. Enemies are not overcome if the PCs only avoid them for a short time—sneaking past a Mister Gutsy on guard duty doesn't earn any XP if it catches the PCs later.

When an Enemy NPC is defeated or overcome, each PC receives the total XP for the scene based on the combined XP values of the NPCs present.

Creatures Don't Use S.P.E.C.I.A.L.

While NPCs use the same S.P.E.C.I.A.L. attributes as player characters, creatures use **Body** and **Mind**. These statistics are usually a number between 4 and 12, used in place of any S.P.E.C.I.A.L. attributes for skill tests. Body is used for skill tests that require **STR**, **END**, or **AGI**, while Mind is used in place of any SPECIAL attributes for mental skill tests: typically, those using **PER**, **CHA**, or **INT**.



COMBAT

ROUNDS AND TURNS

Combat encounters are broken down into **rounds**, and during each round, each character takes a single **turn**.

INITIATIVE

When combat begins, the player who initiated the combat takes a turn immediately. Once this is done, the first round begins and the character with the highest initiative goes first, and then each character takes a turn in order of highest to lowest. If there is a tie, the GM decides which character or creature goes first. Once the last character has completed their turn, the round ends, and the character with the highest initiative takes the first turn of the next round. Repeat this sequence until the conflict ends.

Sequence of Play

1. **INITIATE COMBAT:** The character who initiated the combat takes a single turn before the first round.
2. **INITIATIVE:** List all characters in order of their Initiative statistic, from highest to lowest.
3. **TAKE TURNS:** Each character, in order from highest initiative to lowest, takes a turn.
4. **BEGIN NEW ROUND:** Once every character has taken a turn, the round is over; begin a new round, repeating step 3 and step 4 as many times as needed to resolve the conflict.

Spending Luck to Act Faster

You can also spend **Luck points** (p.20) to take your turn earlier in the round. You must do this at the end of another character's turn but before your turn. Once you have taken your turn, you do not take another until the next round.

ACTIONS

You can attempt one minor action on your turn in combat. You can take one additional minor action by spending 1 Action Point, and you can take one additional major action by spending 2 Action Points, but the difficulty of any test attempted on that second major action is increased by 1. You may take your actions in any order you wish during your turn.

You cannot take more than two minor actions and two major actions on your turn by any means. You cannot take more than one movement action per turn.


MINOR ACTIONS

- **Aim:** Re-roll 1d20 on the first attack roll you make this turn.
- **Draw Item:** Draw one item carried on your person or pick up an object or item within your reach. You may put an item away as part of this action.
- **Interact:** Interact with your equipment or environment in a simple way, like opening a door, or pushing a button.

- **Move:** Movement action. Move up to one zone, to any position within Medium range. Alternatively, stand up from a prone position.
- **Take Chem:** Administer a dose of a chem that you are holding, targeting yourself or a willing character within your reach. If you're not holding the chem, then you need to draw it first.

Prone

You may be knocked prone by attacks, hazards, or complications. You may also drop prone willingly, at the end of any movement action you perform. Being prone has the following effects:

- When you're prone, you crawl. The Move action becomes a major action, rather than a minor action, and you cannot take the Sprint action.
- While you're prone, enemies at Medium range or further add +1 to the difficulty of any attacks against you.
- While you're prone, enemies at Close range reduce the difficulty of attacks (including melee attacks) by 1, to a minimum of 0.
- While you're prone, you can re-roll any cover  you have.

MAJOR ACTIONS

- **Assist:** You assist another character with their next test. When the character you are assisting takes their turn and attempts their task, you provide assistance (p.17). If you have not yet acted this round, you may give up your turn later in the round to assist an ally when they attempt a skill test.
- **Attack:** Make a melee or ranged attack, as described in Making an Attack.
- **Command an NPC:** If you have an allied NPC under your command, choose a single major action for them to take. If the action requires a test, then you automatically assist using your **CHA + Speech** (if the NPC is a person), **CHA + Survival** (if the NPC is an animal), or **INT + Science** (if the NPC is a robot).

- **Defend:** You focus on protecting yourself. Make an **AGI + Athletics** test with a difficulty equal to your current Defense. If you succeed, add +1 to your Defense. For 2 AP, add an extra +1 to your Defense.
- **First Aid:** You try to quickly patch the wounds of yourself or an ally. Make an **INT + Medicine** test, with a difficulty equal to the number of injuries the patient has, and increase the difficulty by 1 if you are trying to perform first aid on yourself. If you succeed, you can either:
 - Heal HP equal to your Medicine rating,
 - Treat one injury the patient is suffering from, or
 - Stabilize a dying patient
- **Pass:** You choose not to do anything.
- **Rally:** You grit your teeth, catch your breath, and prepare yourself. Make an **END + Survival** test with a difficulty of 0, and save any Action Points you generate. The GM may allow you to use a different ATT + skill for this action depending on how you describe it, such as **CHA + Speech** to inspire your allies.
- **Ready:** Describe a situation you expect to occur, and choose a major action you will perform when it does. If that action occurs before the start of your next turn, you may perform that major action immediately, interrupting other characters' actions as necessary. If more than one character has readied an action for the same situation, their readied actions occur in initiative order.
- **Sprint:** Movement action. You move up to two zones, to anywhere within Long range.
- **Test:** Perform a skill test for an action not covered by the other actions, with the gamemaster's permission.



MAKING AN ATTACK

1. **CHOOSE WEAPON AND TARGET:** Select one weapon you are currently wielding. Then, select a single character, creature, or object as the target. If you're using a melee weapon, the target must be visible to you and within your reach. If you're using a ranged weapon, the target must be visible to you.
 - **Choose Hit Location:** You may choose to target a specific part of a target creature or character. This increases the difficulty of the attack by 1.
2. **ATTEMPT A TEST:** The test is determined by the type of weapon used.
 - **Melee Weapon:** Roll a **STR + Melee Weapons** test, with a difficulty equal to your target's Defense.
 - **Ranged Weapon:** Roll an **AGI + Small Guns**, **END + Big Guns**, or **PER + Energy Weapons** test (based on the ranged weapon you're using), with a difficulty equal to your target's Defense. This is modified by the range to the target (see *Range*, p.28)
 - **Thrown Weapon:** Roll a **PER + Explosives** or **AGI + Throwing** test, with a difficulty equal to the target's Defense, modified by range.
 - **Unarmed:** Roll a **STR + Unarmed** test, with a difficulty equal to your target's Defense.

3. **DETERMINE HIT LOCATION:** If you passed your test, roll 1d20 or a hit location die to determine the part of the target you hit. If you choose a specific hit location already, you hit the chosen location instead.
4. **INFLECT DAMAGE:** Roll a number of Combat Dice (🎲) listed by the weapon's damage rating, plus any bonuses from derived statistics, or from AP or ammo spent. Reduce the target's health points by the total rolled.
 - **Resistances:** The target reduces the total damage inflicted by their Damage Resistance against the attack's damage type, on the location hit. Characters and creatures have different DRs for different types of damage: physical, energy, radiation, and poison.
5. **REDUCE AMMUNITION:** If you made a ranged attack, remove one shot of ammunition, plus any additional shots of ammunition spent on the attack. If you made a thrown weapon attack, remove the thrown weapon from your inventory.

HIT LOCATIONS

There are 6 body parts that you can target as **hit locations**: head, torso, left arm, right arm, left leg, and right leg. When you successfully hit an opponent with an attack, you either randomly determine which body part you hit, or hit the body part you chose before you made the test. Use the *Hit Locations* table for reference.

CREATURES WITH OTHER HIT LOCATIONS

Some creatures in the wasteland may have other body parts—wings, claws, and tails—that do not appear on the hit location table. These locations will be listed in the creature's statistics, replacing the Hit Locations table with its own.

Hit Locations

D20 ROLL	HIT LOCATION
1–2	Head
3–8	Torso
9–11	Left arm
12–14	Right arm
15–17	Left Leg
18–20	Right Leg

RANGE

Ranged weapons can be used to attack any target you can see, but they vary in effectiveness depending on how far away the target is from you. Ranged weapons have an **ideal range** noted in their profile (just listed as Range), which is based on the relative distance between the attacker and the target, using the zones of the combat environment. A weapon's ideal range will be one of the following:

- **Close (C):** The weapon is most effective against targets within the same zone.
- **Medium (M):** The weapon is most effective against targets in an adjacent zone.
- **Long (L):** The weapon is most effective against targets 2 zones away.
- **Extreme (X):** The weapon is most effective against targets 3 or more zones away.

The difficulty of a ranged attack increases by one for each range band outside of the weapon's ideal range, whether closer or further away; a long sniper's rifle is deadly at long ranges, but awkward and unwieldy in close quarters, while a pistol is great at close range but less useful at longer distances.


Weapon Range Difficulty

RANGE TO TARGET	WEAPON RANGE			
	Close	Medium	Long	Extreme
Close (same zone)	0	+1	+2	+3
Medium (adjacent zone)	+1	0	+1	+2
Long (2 zones)	+2	+1	0	+1
Extreme (3+ zones)	+3	+2	+1	0

Ranged Attacks Within Reach





Being in reach of an enemy is disruptive to ranged attacks and tests, adding +2 to the difficulty of any test that isn't a melee attack.



COMBAT DICE

When your attack hits its target, you inflict damage based on the weapon's **damage rating**. This damage rating is described as **Combat Dice**, abbreviated by the  symbol.


Combat Dice are specially designed six-sided dice, with four different results as shown on the Combat Dice Results table.

Combat Dice Results

D6 ROLL	COMBAT DICE RESULT	DAMAGE AND EFFECTS
1		1 damage
2		2 damage
3	Blank	Nothing
4	Blank	Nothing
5		1 damage + damage effects trigger
6		1 damage + damage effects trigger

When you hit, roll all the  for the attack together as a single dice pool, and total up the result. This total is the amount of damage you inflict on your target. In addition, any effect symbols (the face showing the  symbol) activates special abilities—called damage effects—listed for the weapon.



Sneak Attacks


If the enemy is unaware of you before you attack, the difficulty to attack them is reduced by 1 (to a minimum of 0), and your attack gains the Vicious damage effect if it did not have it already, or the damage is increased by +2  if it already has the Vicious damage effect.

If the difficulty to hit your opponent is 0, you do not need to roll to hit them, but you may still decide to do so, generating Action Points and complications as normal.

INCREASING DAMAGE

You can increase the number of Combat Dice you roll to inflict damage with an attack by spending Action Points or ammunition, depending on the type of weapon you are using.

For melee weapons (including unarmed attacks) and thrown weapons, each Action Point (AP) you spend adds +1  to roll in your damage dice pool. You can spend up to 3 AP to increase your dice pool by up to +3 . You can only spend AP you have saved in the group pool or generated with your attack. You cannot generate AP for the gamemaster to use this AP option.

For ranged weapons, each unit of ammunition you spend adds +1  to roll in your damage dice pool. You can spend ammunition up to the gun's fire rate.



DAMAGE TYPES



There are four damage types in *Fallout*: **Physical**, **Energy**, **Radiation**, and **Poison** damage.

Each weapon lists the type of damage it inflicts:


- **Physical:** Unarmed attacks, blunt force, slashing and stabbing, ballistics.
- **Energy:** Laser, plasma, and flame weapons.
- **Radiation:** Exposure to RADs, or nuclear weaponry.
- **Poison:** Toxins, chemicals, and creatures' stings and barbs.

Each target has a Damage Resistance (DR) for each of these types, based on their clothing, armor, or naturally tough hides and chitin. While most forms of protection provide Physical DR, Energy DR is rarer, while Radiation or Poison protection are particularly rare.

DAMAGE EFFECTS

Damage effects augment how the damage you inflict to a target is applied. When you roll one or more  symbols in your Combat Dice pool, all your weapon's damage effects are triggered. Some damage effects are also based on the number of  symbols appearing in your result, as described in each entry.

Each weapon lists its damage effects immediately after its damage rating.

- **Burst:** The attack hits one additional target within Close range of the primary target for each Effect rolled. Each additional target spends 1 additional unit of ammunition from the weapon.
- **Breaking:** For each Effect rolled, reduce the number of  a target's cover provides by 1, permanently. If the target is not in cover, instead reduce the DR of the location struck by 1, according to the damage type of the weapon—Physical damage only reduces Physical DR, for example.

- **Persistent:** If one or more effects are rolled, the target suffers the weapon's damage again at the end of their next and subsequent turns, for a number of rounds equal to the number of Effects rolled. The target can spend a major action to make a test to stop persistent damage early, with the difficulty equal to the number of Effects rolled, and the attribute + skill chosen by the GM. Some Persistent weapons may inflict a different type of damage to the weapon, and where this is the case, it will be noted in brackets, for example: Persistent (Poison).
- **Piercing X:** Ignore X points of the target's DR for each Effect rolled, where X is the rating of this damage effect.
- **Radioactive:** For every Effect rolled, the target also suffers 1 point of Radiation damage. This Radiation damage is totaled and applied separately, after a character has suffered the normal damage from the attack.
- **Spread:** For each Effect rolled, your attack inflicts one additional hit on the target. Each additional hit inflicts half the rolled damage (rounded down) and hits a random location even if a specific location was targeted for the initial attack.
- **Stun:** If one or more effects are rolled, the target cannot take their normal actions on their next turn. A stunned character or creature can still spend AP to take additional actions as normal.
- **Vicious:** The attack inflicts +1 damage for each Effect rolled.


RADIATION DAMAGE

Radiation damage is applied differently than other damage types. Each point of Radiation damage reduces a character's **maximum health points**, rather than their current health points. If a character's health point maximum is reduced below their current health point total, then their current HP is reduced as well.

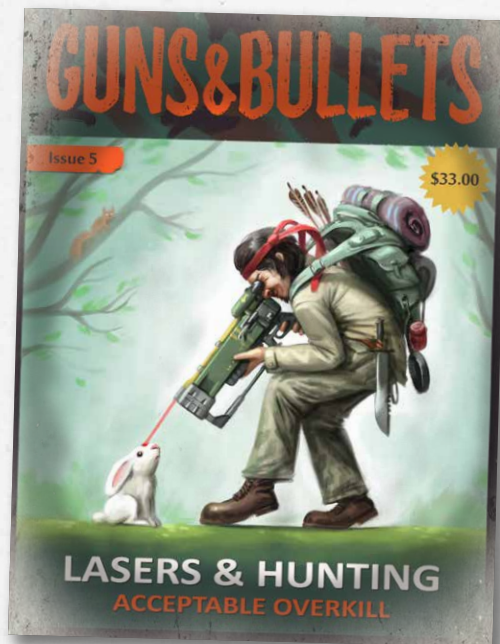
Radiation damage is only reduced by a target's Radiation Damage Resistance, according to the location hit. If the radiation would affect the whole body, like an environmental effect, then use the character or creature's **lowest** locational radiation DR.

In all cases, where a character would suffer Radiation damage and another type of damage at the same time, resolve the Radiation damage after any other types of damage.

Breaking Things

Inanimate objects can be damaged just like characters and creatures. Damaging an object works just the same as damaging a character: roll to hit, roll the weapon's  damage rating, subtract the object's damage resistance, and reduce its health.

The GM provides damage resistance and health for the object you're trying to break. If you inflict a critical hit on an object—by inflicting 5 or more damage at once—you've **broken** it. Especially large objects, like vehicles, may have multiple locations which can be hit and broken, and they will be destroyed when all their locations are broken.




DAMAGE AND INJURY

A character that has lost health points (HP) isn't seriously hurt; they may have suffered scratches, scrapes, cuts, and bruises, but nothing that would hinder them. However, once a character's health points are reduced to 0, they are defeated, and begin **dying**. In addition, characters may suffer from serious injuries after being reduced to 0 HP, or because of **critical hits**.

CRITICAL HITS AND INJURIES

A **critical hit** occurs whenever a character suffers **five or more damage in one hit** (after reductions from Damage Resistance). A critical hit imposes an injury on the character, which confers a penalty depending on the location hit.

- **Arm:** You drop any object held in that hand, and the arm is broken or otherwise unable to move. You cannot perform any actions using that arm—by itself or alongside your other arm.
- **Leg:** You immediately fall prone as your leg gives out under your weight. You can no longer take the Sprint action, and the Move action is now a major action for you.
- **Torso:** You begin bleeding heavily. At the end of each of your subsequent turns, you suffer 2  physical damage, ignoring all your Damage Resistances.

- **Head:** You are momentarily dazed and lose your normal actions in your next turn (though you may spend AP for extra actions as normal). Further, you cannot see clearly, and increase the difficulty of all tests which rely on vision by +2.

These effects last until the injury has received medical attention (see p.31).

DYING

When your character is reduced to 0 HP, they suffer an injury to the location struck, and then fall prone and start **dying**. If they suffer a critical hit (above) *and* are reduced to 0 HP, they suffer two injuries—one for the critical hit, and one for being reduced to 0 HP.

While they are dying, they are unconscious, cannot recover HP from the First Aid action, and cannot take any actions. Furthermore, at the start of each of your turns while they're dying, you must attempt an **END + Survival** test, with a difficulty equal to the number of injuries they have, and a complication range of 19-20. If you pass this test, they remain alive, but are still dying. If you fail, they die.

If they suffer any damage while dying, they immediately gain one additional injury, in addition to any injury caused by another critical hit.





HEALING

When you've taken damage, there are a number of ways you can recover. During combat, Stimpaks and first aid are the only ways to heal, but outside of combat you have several options.

HEALING ACTIONS IN COMBAT

During a combat encounter, you can use the following methods to restore health and treat injuries.

- **Take Chem:** A number of chems, most commonly stimpaks, can be used in a hurry in combat to restore health points. Taking the minor action allows you to administer the chem to yourself, or to a willing creature within your reach.
- **First Aid:** You try to quickly patch the wounds of yourself or an ally. Attempt an **INT + Medicine** test, with a difficulty equal to the number of injuries the patient has, increasing the difficulty by +1 if you are trying to perform first aid on yourself. If you succeed, you can do one of the following:
 - Stabilize a dying patient
 - Heal Health Points equal to your Medicine rating
 - Treat one injury the patient is suffering from

STABILIZING THE DYING

Using the First Aid action, you can attempt to stabilize a dying character. This requires an **INT + Medicine** test with a difficulty equal to the number of injuries the patient has. Passing the test restores the character to 1 HP and they are no longer dying. Their player no longer has to attempt **END + Survival** tests to avoid death. The character remains unconscious and unable to take actions.

If radiation damage has reduced their maximum health points to 0, they cannot be stabilized until their maximum health points are above 0, by healing the radiation damage.


If you stabilize the patient, you can spend AP to heal additional health points. You can heal 1 HP for every AP spent. You may also spend 1 AP after stabilizing a character to wake them from unconsciousness, allowing them to continue to act.

REGAINING HEALTH

You can use the First Aid action to heal a character's health. Passing an **INT + Medicine** test will heal a number of HP equal to your rank in the Medicine skill, and an additional 1 HP for every AP you spend. You can only heal the HP of a stable character.

TREATING AN INJURY

You can attempt an **INT + Medicine** test to treat an injury sustained from a critical hit. Passing the test allows a patient to ignore the penalties of their injury. An injury treated using First Aid is not fully healed—it's merely been patched up so that it no longer imposes a penalty.

Whenever a character suffers any damage to a location which has a treated injury, roll 1 . If you roll an effect, the damage has re-opened that wound and the character is injured again. Completely recovering from an injury takes time, outside combat.

Using Stimpaks

Stimpaks are incredibly useful pieces of medical technology, described in more detail on p.169. You can use a stimpak or similar forms of medication in one of two ways.

- With the **Take Chem** minor action, you inject the stimpak and receive an instant result. Your character (or a willing patient) immediately recovers 4 HP or treats one injury. If the person injected was dying, then they stabilize immediately.
- With the **First Aid** major action, you may administer a stimpak as part of the action. The patient regains 4 HP immediately in addition to any other effects, and any AP spent to heal additional health points heal twice as much: 2 HP per AP spent, rather than 1.

Robots cannot be healed by Stimpaks, but you can use robot repair kits for the same benefits outlined here.

Healing Robots

Robots and other machines cannot recover from injuries naturally, and they require maintenance to restore damage.

Attempting the First Aid action on a robot, a suit of power armor, or other large machine (like a vehicle) requires an **INT + Repair** test, with a difficulty of 2. This increases by +1 for each injury the machine has suffered. Passing the test restores health points equal to your Repair rating, treats an injury, or stabilizes a dying machine. Machines cannot use chems, though a repair kit functions for machines as Stimpaks do for living characters.

Machines cannot heal through eating, drinking, rest, or medical attention. Outside of combat, an hour's work on a damaged machine restores HP equal to twice the repairer's **Repair** skill rating.

LONG-TERM RECOVERY

Outside of combat, there are three ways a character can heal: rest, food & drink, and medical attention.

REST

Rest is the easiest way to recover from damage, though it is slow. If you can find somewhere to sleep, for at least six hours, you regain all lost HP. If you're able to get eight hours of sleep somewhere safe and comfortable—your own bed in a settlement you belong to, for example—then you are considered Well Rested as well, and your maximum HP is increased by +2 until you next sleep.

When you sleep, if you have any injuries (treated or otherwise), make an **END + Survival** test with a difficulty of 1. The complication range on this test increases by +1 for each injury that has not been treated. If you succeed, you may recover from one of those injuries, plus an additional injury for every 2 AP spent.

The difficulty of this test varies based on how active you were during the preceding day:


Injury Recovery Difficulty

ACTIVITY	DIFFICULTY
Restful (no strenuous activity all day)	1
Light (only a small amount of travel or similar)	2
Moderate (travel, but no combat)	3
Heavy (travel and combat)	4

You may only sleep once in any 24-hour period. Going without sleep for long periods can also be harmful (see Survival, p.190).

FOOD & DRINK

While proper nutrition isn't common in the wasteland, a decent snack, a hearty meal, or a refreshing beverage is still a vital part of life, and a valuable way to recover health.

Food and drink restores the HP listed in their description (see p.149). Food and drink cannot be consumed during combat. Some forms of food and drink are irradiated, especially if consumed raw: roll 1  when consuming irradiated food or drink, and if you roll an Effect, you suffer 1 Radiation damage, ignoring any DR from equipment or armour.

MEDICAL ATTENTION

Characters may require long-term medical care if they've been injured, poisoned, or are suffering from a disease. A single character can provide medical attention for a number of patients equal to their **Medicine** rating.

For injuries, each day of rest and medical attention a patient receives allows you to assist their **END + Survival** test at the end of the day to heal their injuries, using your own **INT + Medicine** target number.

For poisons and diseases, you may assist the patient's **END + Survival** tests to help them recover. If the patient spent the entire day resting, they reduce the difficulty of this test by 1 allowing them to recover more quickly. This is covered in more detail on p.194.

Recovering from Rads

Because radiation damage reduces maximum health points, it doesn't heal in the same way that most damage does—the effects of radiation damage don't heal naturally at all.

Radiation damage can only be removed by administering RadAway, or other chems or consumables that remove radiation damage. When you heal HP and remove radiation damage at the same time, remove the radiation damage first, and then resolve the HP recovery.

ZONES AND DISTANCES

Each combat encounter happens in a single location. This may be a ruined building, a city street, an area of wilderness, or the floor of a vault. The location is divided into several **zones** based on the terrain features or natural divisions present in the area.

Movement and ranged attacks use descriptive terms to measure their distance in combat, relative to the objects' placement within zones.

Range is measured in the following five categories:

- **Reach** is when an object or character is within arm's length of your character. You can interact with objects and make melee attacks within your reach. Being in reach of an enemy is disruptive to ranged attacks and tests, adding +2 to the difficulty of any test that isn't a melee attack.
- **Close** range represents any distance within the zone you're in—a distance of 0 zones.
- **Medium** range is any distance to something in the zone adjacent to your current zone. Medium range is a distance of 1 zone.
- **Long** range represents objects 2 zones away from your current zone. Long range is a distance of 2 zones.
- **Extreme** range represents any objects beyond long range. Extreme range is a distance of 3 or more zones.





MOVEMENT IN ZONES

When you move into a zone as part of a movement action, you can move your character within reach of any object within that zone. So, when using the Move minor action to move into an adjacent zone, you can move to any point in that zone. Equally, when using the Sprint action, you can move to any point within a zone that is 2 zones away. This could put you into Reach with an enemy, or an object you need to get to.

DIFFICULT TERRAIN AND OBSTACLES

Difficult terrain describes any ground that requires more effort to cross, either because it hinders you or because you need to be careful where you step. A zone may be filled with difficult terrain, slowing anyone attempting to cross it.

Obstacles are similar in that they hinder your movement, but they exist between zones—attempts to move from one zone to another where an obstacle is present may slow your progress. Obstacles may be barriers you need to climb up or over, or they might be gaps that you need to jump past.

When you attempt to move from an area of difficult terrain, or cross an obstacle, you must spend one or more extra Action Points to do so, depending on how difficult the terrain or obstacle is.


If you do not have sufficient Action Points available, then you need to find some way to generate them. The simplest way to do this is to take the Rally major action, generating Action Points with a Difficulty 0 **STR + Athletics** test; any successes become AP, which can be spent on moving through the terrain.


Difficult Terrain and Obstacle Examples

TERRAIN	AP COST
Thick mud, loose sand, up stairs	1
Swamp, unstable rubble	2
Steep slope, fast-flowing water	3

OBSTACLE	AP COST
Up to waist-height/short jump	1
Up to chest-height/short jump with run-up	2
Taller than you/long jump	3

COVER

Cover provides additional Damage Resistance against Physical and Energy-based attacks. Objects in the environment will provide a certain amount of DR, as a number of Combat Dice (), depending on what they're made from and how resilient they are.

When you are attacked by a Physical or Energy-based attack while behind cover, roll the number of  listed in the Cover Values table and add that result to your DR for that attack.

To benefit from cover, it needs to obscure the location hit, whether that's from a melee or ranged attack. You cannot be targeted by an attack if the cover obscures your character's entire body, as you can only be attacked by something that can see you.

Cover Values

COVER TYPE	COMBAT DICE
Foliage, Wood	1 
Rubble, Ruined Brick Walls, Metal Fencing	2 
Concrete Walls, Steel Barricades	3 

REFERENCE LISTS

PERKS LIST

ACTION BOY/GIRL

Ranks: 1

Requirements: None

When you spend AP to take an additional major action, you do not suffer the increased skill test difficulty during your second action.



At rank 2, you can attempt a **CHA + Survival** test with a difficulty of 2 as a major action. If you succeed, the animal treats you as friendly and will attack anyone who attacks you. Mighty and Legendary animals are unaffected by this perk. Each time you take this perk, the level requirement increases by 5.

ADRENALINE RUSH

Ranks: 1

Requirements: STR 7

When your health is below its maximum value, you count your STR score as 10 for all purposes when attempting a STR-based skill test or melee attack.



AQUABOY/AQUAGIRL

Ranks: 2

Requirements: END 5, Level 1+


Water is your ally. At rank 1, you no longer take Radiation damage from swimming in irradiated water, and you can hold your breath for twice as long as normal.

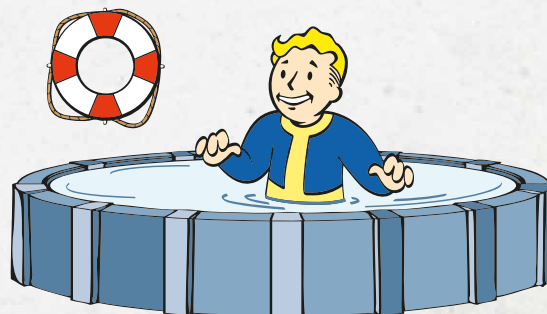
At rank 2, enemies add +2 to the difficulty to tests to detect you while you are submerged underwater. Each time you take this perk, the level requirement increases by 3.

ANIMAL FRIEND

Ranks: 2

Requirements: CHA 6, Level 1+

At rank 1, whenever a creature NPC with the **Mammal**, **Lizard**, or **Insect** keyword would attack you, roll 1 ; on any result other than an Effect, the creature chooses not to attack you, although it may still attack another character it can target.



AWARENESS

Ranks: 1

Requirements: PER 7

When you take the Aim minor action at a target within Close range, you spot their weaknesses and can attack more efficiently. The next attack you make against that target gains the Piercing 1 damage effect or improves the rating of any existing Piercing X damage effect by 1.



BASHER

Ranks: 1

Requirements: STR 6

When you make a melee attack by bashing with your gun, your attack gains the Vicious damage effect.



BETTER CRITICALS

Ranks: 1

Requirements: LCK 9

When you inflict one or more points of damage to an enemy, you may spend 1 Luck point to automatically inflict a critical hit, causing an injury.



BIG LEAGUES

Ranks: 1

Requirements: STR 8


When you make a melee attack with a two-handed melee weapon, the weapon gains the Vicious damage effect.



BLACK WIDOW/LADY KILLER

Ranks: 1

Requirements: CHA 6


The Black Widow perk affects men and masculine characters, while the Lady Killer perk affects women and feminine characters—they are otherwise identical. When you attempt a CHA-based skill test to influence a character of the chosen gender, you may re-roll 1d20. In addition, your attacks inflict +1  additional damage against characters of the chosen gender.



BLOODY MESS

Ranks: 1

Requirements: LCK 6

When you inflict a critical hit, roll 1 ; if you roll an Effect, you inflict one additional injury to a random location.

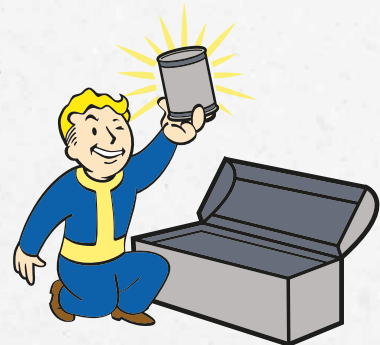


CAN DO!

Ranks: 1

Requirements: LCK 5

When you are scavenging a location that contains food, you gain 1 additional random food item, without spending AP.



CAP COLLECTOR

Ranks: 1

Requirements: CHA 5

When you buy or sell items, you may increase or decrease the price of the goods being traded by 10%.



CAUTIOUS NATURE

Ranks: 1

Requirements: PER 7


Whenever you attempt a skill test, and you buy one or more d20s by spending Action Points, you may re-roll 1d20 on that test. You may not purchase this perk if you have Daring Nature.

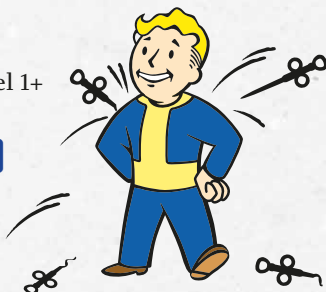


CHEM RESISTANT

Ranks: 2

Requirements: END 7, Level 1+

At rank 1, roll one fewer  when determining if you become addicted to chems, to a minimum of 0.



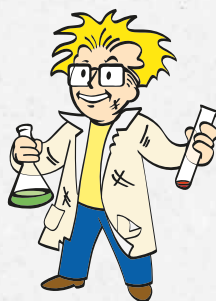
At rank 2, you cannot become addicted to chems. Each time you take this perk, the level requirement increases by 4.

CHEMIST

Ranks: 1

Requirements: INT 7


Chems you create last twice as long as normal (see p.51).

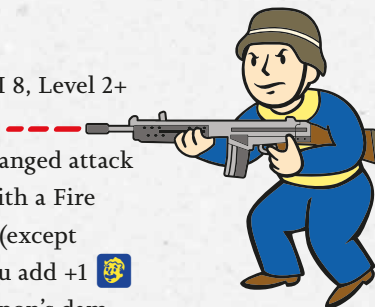


COMMANDO

Ranks: 2

Requirements: AGI 8, Level 2+


When you make a ranged attack with any weapon with a Fire Rate of 3 or higher (except heavy weapons), you add +1  per rank to the weapon's damage. Each time you take this perk, the level requirement increases by 3.

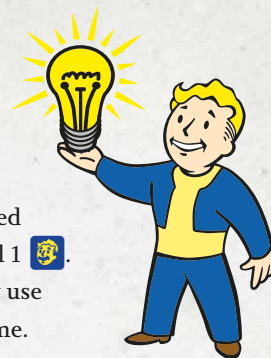


COMPREHENSION

Ranks: 1

Requirements: INT 6


After you use the bonus gained from reading a magazine, roll 1 . If you roll an Effect, you may use that bonus one additional time.

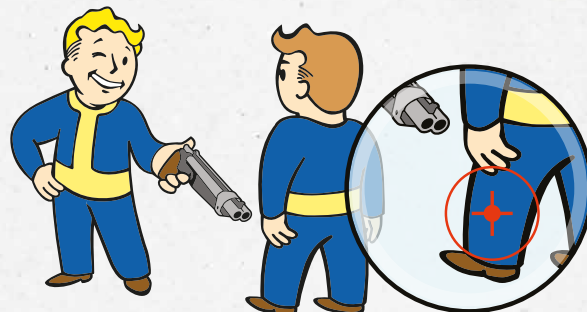


CONCENTRATED FIRE

Ranks: 1

Requirements: PER 8, AGI 6

When you make a ranged attack and spend ammunition to increase the damage, you may re-roll up to 3  for your damage roll.



DARING NATURE

Ranks: 1

Requirements: LCK 7

Whenever you attempt a skill test, and you buy one or more d20s by giving the gamemaster Action Points, you may re-roll one d20 on that test. You may not purchase this perk if you have Cautious Nature.

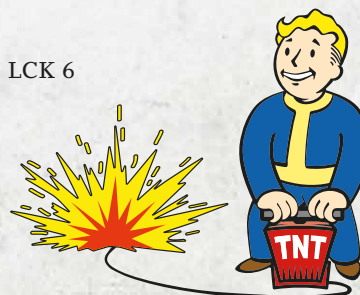


DEMOLITION EXPERT

Ranks: 1

Requirements: PER 6, LCK 6

When you make an attack using a weapon with the Blast quality, the attack gains the Vicious damage effect.



FASTER HEALING

Ranks: 1

Requirements: END 6, not a robot




When you make an **END + Survival** test to heal your own injuries, the first additional d20 you buy is free. The normal maximum of 5d20 still applies.



FORTUNE FINDER

Ranks: 3

Requirements: LCK 5, Level 2+


Whenever you roll to determine how much money you find, you find more. At rank 1, you find +3  additional caps. At rank 2, you find +6  additional caps. At rank 3, you find +10  additional caps. Each time you take this perk, the level requirement increases by 4.



GRIM REAPER'S SPRINT

Ranks: 1

Requirements: LCK 8


When you make an attack which kills one or more enemies, roll 1 . If you roll an Effect, add 2 AP to the group's pool.



GUNSLINGER

Ranks: 2

Requirements: AGI 7, Level 2+

When you make an attack with a one-handed ranged weapon with a Fire Rate of 2 or lower, you increase the weapon's damage by +1  per rank. In addition, you may re-roll the hit location die. Each time you take this perk, the level requirement increases by 4.

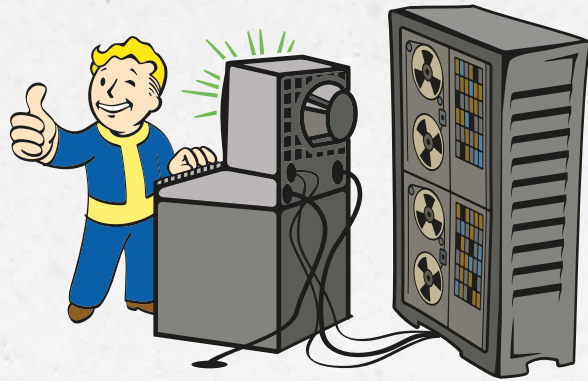


HACKER

Ranks: 1

Requirements: INT 8

The difficulty of skill tests to hack computers is decreased by 1, to a minimum of 0.



HEALER

Ranks: 3

Requirements: INT 7, Level 1+

When you heal a patient's HP using the First Aid action, increase the amount of HP healed by +1 per rank in this perk. Each time you take this perk, the level requirement increases by 5.



HUNTER

Ranks: 1

Requirements: END 6

When you make an attack against an NPC with one of the Mammal, Lizard, or Insect keywords and the Mutated keyword, your attack gains the Vicious damage effect, if it did not already have that effect.

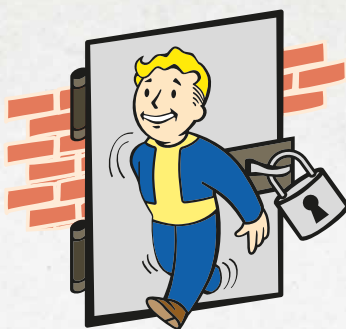


INFILTRATOR

Ranks: 1

Requirements: PER 8

When you attempt a Lockpick skill test to unlock a door or container, you may re-roll 1d20.



INSPIRATIONAL

Ranks: 1

Requirements: CHA 8

Because you lead by example, the maximum number of AP the group may save is increased by 1.



INTENSE TRAINING

Ranks: 10

Requirements: Level 2+

Increase any one S.P.E.C.I.A.L attribute by 1 rank. As usual, your S.P.E.C.I.A.L attributes cannot be increased beyond 10 using this method. Each time you take this perk, the level requirement increases by 2.



IRON FIST

Ranks: 2

Requirements: STR 6, Level 1+

At rank 1, your unarmed attacks inflict +1 damage. At rank 2, your unarmed attacks also gain the Vicious damage effect. Each time you take this perk, the level requirement increases by 5.

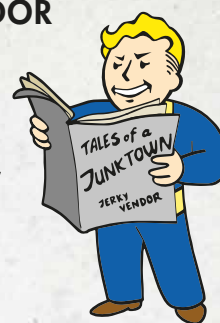


JUNKTOWN JERKY VENDOR

Ranks: 1

Requirements: CHA 8

The difficulty of any CHA + Barter test you attempt to buy or sell goods is reduced by 1, to a minimum of 0.



LEAD BELLY

Ranks: 2

Requirements: END 6, Level 1+

At rank 1, you may re-roll the to determine if you suffer Radiation damage from irradiated food or drink. At rank 2, you are immune to Radiation damage from consuming irradiated food or drink. Each time you take this perk, the level requirement increases by 4.



LIFE GIVER

Ranks: 5

Requirements: Level 5+

Increase your maximum health points by your Endurance rank. Each time you take this perk, the level requirement increases by 5.



LIGHT STEP

Ranks: 1

Requirements: None

When you roll any complications on an Agility-based skill test, you may ignore one complication for every 1 AP spent. In addition, you may re-roll 1d20 on any AGI + Athletics test to avoid traps triggered by pressure plates or similar mechanisms.



MEDIC

Ranks: 1

Requirements: INT 8

When you use the First Aid action to try and treat an injury, you can re-roll 1d20.



The stranger has an AGI of 10, a Small Guns skill of 6, and counts Small Guns as a Tag Skill. They always roll 3d20 for attacks, rather than 2d20, and their attack—using a custom .44 Magnum revolver—inflicts 8 Piercing 1, Vicious Physical damage. They always appear within their weapon's ideal range. Any attempt to find where the Stranger went after their attack fails.

MISTER SANDMAN

Ranks: 1

Requirements: AGI 9

When you make a sneak attack with a silenced or suppressed weapon, the damage is increased by +2 . You cannot gain this benefit while in Power Armor.



NERD RAGE!

Ranks: 3

Requirements: INT 8, Level 2+

While your health is reduced to less than $\frac{1}{4}$ of your maximum, you add +1 to your Physical DR, +1 to your Energy DR, and +1 to the damage of all your attacks.



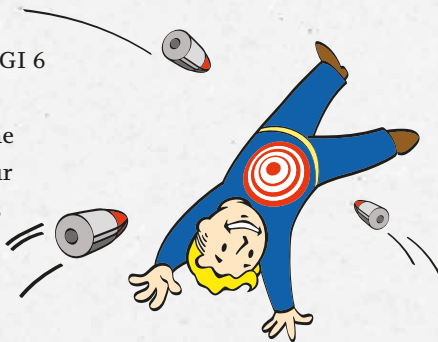
At rank 2, this increases to +2 DR, and +2 damage. At rank 3, this increases to +3 DR and +3 damage.

MOVING TARGET

Ranks: 1

Requirements: AGI 6

When you take the Sprint action, your Defense increases by +1 until the start of your next turn.



NIGHT PERSON

Ranks: 1

Requirements: PER 7

You reduce any difficulty increases due to darkness by 1.



MYSTERIOUS STRANGER

Ranks: 1

Requirements: LCK 7

From time to time, a mysterious stranger comes to your aid, with lethal results. At the start of a combat encounter, you may spend 1 Luck point. If you do so, then at any point during the scene, the GM may have the Mysterious Stranger appear, make a single ranged attack against an enemy you attacked, or who just attacked you, and then vanish. If you spend a Luck point and the Mysterious Stranger does not appear, the GM must refund the Luck point you spent.

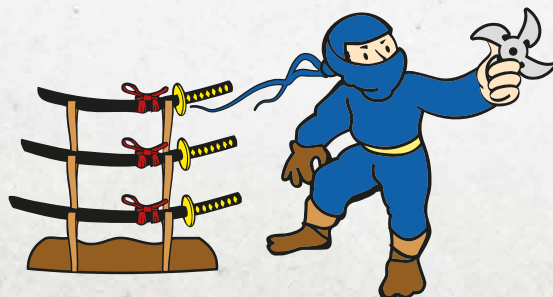


NINJA

Ranks: 1

Requirements: AGI 8

When you make a sneak attack with a melee weapon or unarmed attack, the damage is increased by +2 . You cannot gain this benefit while in Power Armor.



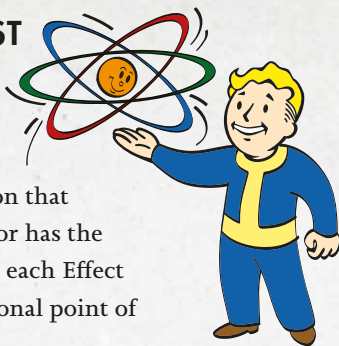
NUCLEAR PHYSICIST

Ranks: 1

Requirements: INT 9

Whenever you use a weapon that inflicts radiation damage, or has the Radioactive damage effect, each Effect you roll inflicts one additional point of Radiation damage.

In addition, fusion cores you use have 3 additional charges.




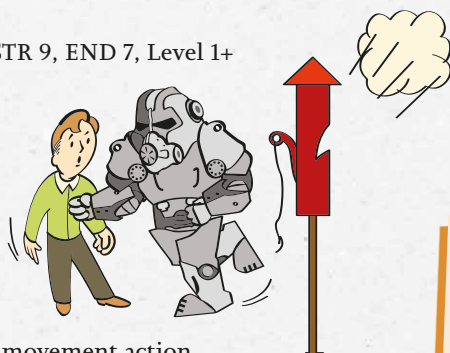
PAIN TRAIN

Ranks: 2

Requirements: STR 9, END 7, Level 1+

You may Charge as a major action if you are wearing Power Armor or are a super mutant. This is a movement action, and you may not *Move* or *Sprint* in the same turn. When you take this action, you move into reach of an enemy within Medium range (1 zone) and make a **STR + Athletics** test with a difficulty of 2. If you succeed, the enemy suffers damage equal to your normal unarmed damage and is knocked prone.

At rank 2, you add +1  and the Stun damage effect to the damage inflicted. At the GM's discretion, especially large or sturdy creatures cannot be knocked prone by this action. Each time you take this perk, the level requirement increases by 5.



PARTY BOY/PARTY GIRL

Ranks: 1

Requirements: END 6, CHA 7

You cannot become addicted to alcoholic drinks, and whenever you drink an alcoholic drink, you heal +2 HP.



PICKPOCKET

Ranks: 3

Requirements: PER 8, AGI 8, Level 1+

At rank 1, you can ignore the first complication you roll when you make an **AGI + Sneak** test to steal an object from someone else's person or to plant something on them.

At rank 2, you can re-roll 1d20 in your dice pool when attempting to pick someone's pocket.

At rank 3, you reduce the difficulty of attempts to pick someone's pocket by 1.

Each time you take this perk, the level requirement increases by 3.



Pickin' Pockets

Stealing an item carried by someone else, or secreting an item upon their person, is a surprisingly valuable survival trick in the wasteland, and it's useful to have some sense of how easy or difficult a given theft is likely to be.

Picking pockets is an **AGI + Sneak** test, with a base difficulty of 1. Success allows you to take an item weighing 1lb. or less from another character's pockets, belt pouches, etc., or to place an item of that size into a pocket, etc., without being detected. Failure means your attempt was noticed.

If the item you're stealing/planting weighs more than 1lb., then the difficulty increases by 1. If it weighs more than 10 lbs., then the difficulty increases by 2 instead. Similarly, especially talented pickpockets can remove small items a person is wearing—such as stealing a wristwatch during a handshake—this test is also at +1 difficulty.

Picking pockets can become an opposed test if the target is wary or suspicious.

QUICK HANDS

Ranks: 1

Requirements: AGI 8

You can reload firearms faster. When you make a ranged attack, you may spend 2 AP to double the Fire Rate of your gun for that attack.



RAD RESISTANCE

Ranks: 2

Requirements: END 8, Level 1+

Your Radiation Damage Resistance, to all hit locations, increases by +1 per rank in this perk. Each time you take this perk, the level requirement increases by 4.



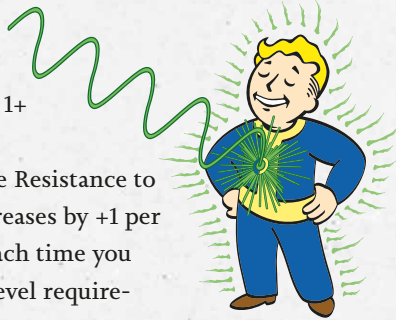
REFRACTOR

Ranks: 2

Requirements:

PER 6, LCK 7, Level 1+


Your energy Damage Resistance to all hit locations increases by +1 per rank in this perk. Each time you take this perk, the level requirement increases by 4.

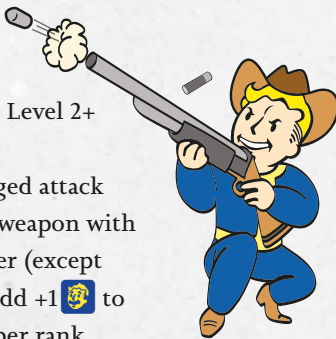


RIFLEMAN

Ranks: 2

Requirements: AGI 7, Level 2+

When you make a ranged attack with any two-handed weapon with a Fire Rate of 2 or lower (except heavy weapons), you add +1  to the weapon's damage per rank.



At rank 2, you also add the Piercing 1 damage effect, or add +1 to the rating of any Piercing X damage effect the weapon already had. Each time you take this perk, the level requirement increases by 4.

SCOUNDREL

Ranks: 1

Requirements: CHA 7

When you make a **CHA + Speech** test to convince someone of a lie, you may ignore the first complication you roll.



SCRAPPER

Ranks: 2

Requirements: Level 3+

When you scrap an item, you can salvage uncommon component materials as well as common ones (see p.52). At rank 2, you can also salvage rare materials. Each time you take this perk, the level requirement increases by 5.






SCROUNGER

Ranks: 3

Requirements: LCK 6, Level 1+

Whenever you roll to determine how much ammunition you find, you find more.

At rank 1, you find +3  additional shots. At rank 2, you find +6  additional shots. At rank 3, you find +10  additional shots. The additional ammo you find is the same as initially found, for example, if you find 10mm ammunition, this perk increases how much 10mm ammo you find. If you find multiple types of ammunition, Scrounger applies to the ammunition with the lowest rarity (GM's choice if there is a tie).

Each time you take this perk, the level requirement increases by 5.

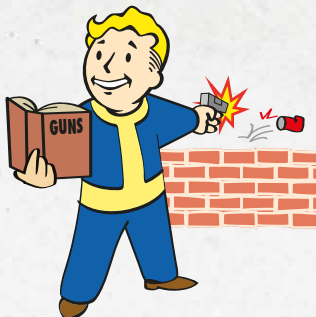


SKILLED

Ranks: 10

Requirements: Level 3+

Add +1 rank to two skills or add +2 ranks to one skill. No skill may have more than 6 ranks. Each time you take this perk, the level requirement increases by 3.




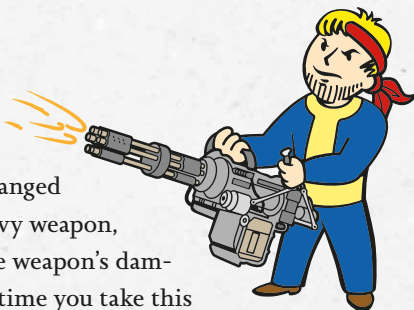
SIZE MATTERS

Ranks: 3

Requirements:

END 7, AGI 6

When you make a ranged attack with any heavy weapon, you add +1  to the weapon's damage, per rank. Each time you take this perk, the level requirement increases by 4.



SNIPER

Ranks: 1

Requirements: PER 8, AGI 6

When you take the Aim minor action, and then make a ranged attack with a two-handed weapon with the Accurate quality, you can specify a hit location to target without increasing the difficulty of the attack.

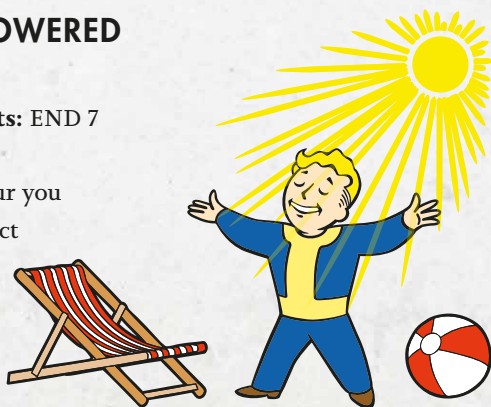


SOLAR POWERED

Ranks: 1

Requirements: END 7

For every hour you spend in direct sunlight, you heal 1 Radiation damage.



STRONG BACK

Ranks: 3

Requirements: STR 5, Level 1+

Your maximum carry weight is increased by +25 lbs., per rank. Each time you take this perk, the level requirement increases by 2.



TAG!

Ranks: 1

Requirements: Level 5+

You may select one additional Tag skill. Increase the skill's rank by 2, to a maximum of 6, and mark it as a Tag skill, allowing you to roll a critical success with a d20 result equal or under the skill's rank.

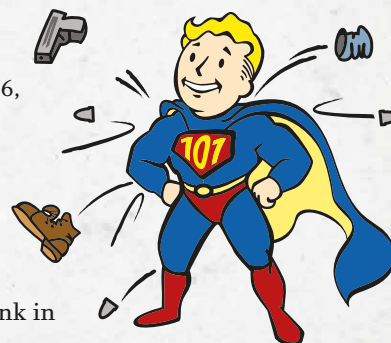


TOUGHNESS

Ranks: 2

Requirements: END 6, LUC 6, Level 1+

Your Physical Damage Resistance to all hit locations increases by +1 per rank in this perk. Each time you take this perk, the level requirement increases by 4.



EQUIPMENT

The gear you received in your equipment pack as a starting character is enough to get going, but you'll need more than that to survive in the wasteland. Consult the following sections when you get more equipment during your quests.

CAPS


The standard accepted currency across North America, bottle caps are finite in supply and difficult to reproduce, which makes them ideal as a token of value for merchants travelling the wastelands, in the absence of the banking methods that supported pre-War currencies. All prices in this booklet are listed in caps.

WEAPONS

Each weapon's type corresponds to a single skill, which is the skill used to make attacks with the weapon:


- Big Guns
- Energy Weapons
- Explosives
- Melee Weapons
- Small Guns
- Throwing
- Unarmed

DAMAGE RATING

Damage rating is the number of Combat Dice you roll to determine how much damage you inflict upon your target. Remember, melee weapons and unarmed attacks add extra  to their damage rating based on the wielder's STR (see *Melee Damage*, p.27).


A ranged weapon's damage rating is based on the ammunition it uses; a weapon's damage rating changes if the ammunition type changes.

DAMAGE EFFECTS

Damage effects are traits which affect how a weapon inflicts damage. When you roll one or more Effects in a damage roll, all your weapon's damage effects are triggered. Some damage effects are based on the number of  symbols which appear in your result, as described in the *Damage Effects* section (p.27).

FIRE RATE

All guns, and some explosive weapons, have a Fire Rate, which represents how quickly the weapon can fire. Fire Rate is a number from 0 to 6.

When you make an attack with a gun, you spend one shot of ammunition simply to make the attack. You may spend additional shots of ammunition to increase the damage you inflict, adding +1  to the weapon's damage rating (for that attack only) for each extra shot you spend. A weapon's Fire Rate is the maximum number of additional shots you may spend to increase damage in this way.

Wait, Fire Rate 0?

There are a few weapons with a Fire Rate of 0. All this means is that the weapon fires so slowly, or requires reloading so frequently, that it isn't possible to spend additional shots to boost the weapon's damage during an attack.

RANGE

Ranged weapons have a listed ideal range. A weapon's ideal range is one of the following:

- **Close (C):** The weapon is most effective against targets within the same zone.
- **Medium (M):** The weapon is most effective against targets in an adjacent zone.
- **Long (L):** The weapon is most effective against targets 2 zones away.
- **Extreme (X):** The weapon is most effective against targets 3 or more zones away.

A weapon's range alters the difficulty of attacks against a target, depending on how distant they are to their target, as described on p.26. Melee weapons and unarmed attacks do not have a listed range and can only be used to attack enemies within Reach.

QUALITIES

Qualities are rules which describe how a weapon operates, and how it differs from other weapons.

- **Accurate:** If you take the Aim minor action before attacking with an Accurate weapon, you may spend up to 3 AP to add +1  per AP spent to the attack's damage. If you gain damage in this way, you may not spend ammunition for extra damage. A weapon cannot be both Accurate and Inaccurate.
- **Blast:** When you make an attack with a Blast weapon, you do not target a single opponent. Instead, select a single zone you can see, and make the appropriate skill test to attack, with a basic difficulty of 2 (adjusted for range as normal). If you succeed, every creature (and other damageable target) in that zone suffers the weapon's damage. If you fail, your misplaced attack is less effective: roll only half the weapon's  to determine the damage inflicted to creatures in the target zone and ignore the weapon's normal damage effects.
- **Close Quarters:** A Close Quarters weapon is easy to use up-close, and suffers no difficulty increase for being used when within Reach of an enemy.
- **Concealed:** A Concealed weapon is small, or otherwise easy to hide on your person. Enemies do not spot a Concealed weapon unless you're wielding it, or if they make a thorough search and succeed at a **PER + Survival** test with a difficulty of 2.
- **Debilitating:** The difficulty of any skill test to treat injuries inflicted by a Debilitating weapon increase by +1.
- **Gatling:** Ammunition is spent at ten times the normal rate by Gatling weapons: whenever you would spend one shot of ammunition, a Gatling weapon instead spends a burst of 10 shots. Whenever you spend ammunition to increase this weapon's damage, add +2  per ten-shot burst (to a maximum number of bursts equal to the weapon's Fire Rate), rather than +1  per shot.
- **Inaccurate:** When making an attack with an Inaccurate weapon, you gain no benefit from the Aim minor action. A weapon may not be both Accurate and Inaccurate.
- **Mine:** When a Mine is placed onto a surface and primed, it becomes a dangerous object, inflicting its damage upon anyone who comes within Reach of it (and upon additional characters, if it has the Blast quality).
- **Night Vision:** The sights of a weapon with Night Vision have been made to allow you to see more clearly in the dark. When you Aim with a Night Vision weapon, you ignore any increase in the difficulty of an attack due to darkness.
- **Parry:** When an enemy attempts a melee attack against you, and you are wielding a Parry weapon, you may spend 1 AP to add +1 to your Defense against that attack.
- **Recon:** When you Aim with a Recon weapon, you may mark the target you aimed at. The next ally to attack that target may re-roll one d20 on their attack.
- **Reliable:** During each combat encounter, a Reliable weapon ignores the first complication you roll on a test to use that weapon. A weapon may not be both Reliable and Unreliable.
- **Suppressed:** If an enemy is not aware of you when you attack with a Suppressed weapon, they do not notice the attack unless they are the target or they pass a **PER + Survival** test with a difficulty of 2.
- **Thrown:** A Thrown (C) weapon can be thrown, as a ranged attack with an ideal range of Close. A Thrown (M) weapon can be thrown, as a ranged attack with an ideal range of Medium. You make an **AGI + Throwing** test to attack with the weapon, depending on the type of weapon.
- **Two-Handed:** A Two-Handed weapon must be held in two hands to be used effectively; attempting to attack with a Two-Handed weapon in one hand increases the difficulty by +2.
- **Unreliable:** When you make an attack with an Unreliable weapon, increase the complication range of the attack by 1. A weapon may not be both Reliable and Unreliable.

WEIGHT

The weight of the weapon, in pounds (lbs.).

COST

The cost of the weapon, in caps.

RARITY





















The rarity of the weapon. Some especially rare or effective mods may increase this.








RANGED WEAPONS

NAME	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
.44 Pistol	Small Guns	6	Vicious	Physical	1	C	Close Quarters	4	99	2
10mm Pistol	Small Guns	4	—	Physical	2	C	Close Quarters, Reliable	4	50	1
Combat Rifle	Small Guns	5	—	Physical	2	M	Two-Handed	11	117	2
Hunting Rifle	Small Guns	6	Piercing 1	Physical	0	M	Two-Handed	10	55	2
Double-Barrel Shotgun	Small Guns	5	Spread, Vicious	Physical	0	C	Inaccurate, Two-Handed	9	39	1
Pipe Bolt-Action	Small Guns	5	Piercing 1	Physical	0	C	Unreliable	3	30	0
Pipe Gun	Small Guns	3	—	Physical	2	C	Close Quarters, Unreliable	2	30	0
Pipe Revolver	Small Guns	4	—	Physical	1	C	Close Quarters, Unreliable	4	25	0
Institute Laser	Energy Weapon	3	Burst	Energy	3	C	Close Quarters, Inaccurate	4	50	2
Laser Gun	Energy Weapon	4	Piercing 1	Energy	2	C	Close Quarters	4	69	2
Minigun	Big Guns	3	Burst, Spread	Physical	5	M	Gatling, Inaccurate, Two-Handed	27	382	2

MELEE AND THROWING WEAPONS

NAME	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	QUALITIES	WEIGHT	COST	RARITY
Unarmed Strike	Unarmed	2 	—	Physical	—	—	—	—
Handy Rock	Unarmed	2 	Vicious	Physical	Thrown (C)	1	—	—
Gun Bash (1H)	Melee Weapon	2 	Stun	Physical	———— As Gun —————			
Gun Bash	Melee Weapon	3 	Stun	Physical	— — — As Two-Handed Gun — — —			
Combat Knife	Melee Weapon	3 	Piercing 1	Physical	—	1	25	1
Machete	Melee Weapon	3 	Piercing 1	Physical	—	2	25	1
Switchblade	Melee Weapon	2 	Piercing 1	Physical	Concealed	1	20	0
Baseball Bat	Melee Weapon	4 	—	Physical	Two-Handed	3	25	1
Board	Melee Weapon	4 	—	Physical	Two-Handed	3	20	0
Lead Pipe	Melee Weapon	3 	—	Physical	—	3	15	0
Pipe Wrench	Melee Weapon	3 	—	Physical	—	2	30	1
Pool Cue	Melee Weapon	3 	—	Physical	Two-Handed	1	10	0
Rolling Pin	Melee Weapon	3 	—	Physical	—	1	10	0
Baton	Melee Weapon	3 	—	Physical	—	2	15	1
Sledgehammer	Melee Weapon	5 	—	Physical	—	12	40	2
Tire Iron	Melee Weapon	3 	—	Physical	—	2	25	1
Knuckles	Unarmed	3 	—	Physical	Concealed	<1	10	1
Throwing Knives	Throwing	3 	Piercing 1	Physical	Concealed, Thrown (C), Suppressed	<1	10	1
Tomahawk	Throwing	4 	Piercing 1	Physical	Thrown (C), Suppressed	<1	15	2
Javelin	Throwing	4 	Piercing 1	Physical	Thrown (M), Suppressed	4	10	1

EXPLOSIVES

EXPLOSIVE	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	QUALITIES	WEIGHT	COST	RARITY
Baseball Grenade	Explosive	5 	–	Physical	Blast, Thrown (M)	1	40	1
Frag Grenade	Explosive	6 	–	Physical	Blast, Thrown (M)	<1	50	2
Molotov Cocktail	Explosive	4 	Persistent	Energy	Blast, Thrown (M)	1	20	1
Bottlecap Mine	Explosive	6 	–	Physical	Blast, Mine	1	75	2
Frag Mine	Explosive	6 	–	Physical	Blast, Mine	1	50	2

ARMOR AND CLOTHING

ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
CLOTHING							
Military Fatigues	0	1	0	Arms, Legs, Torso	3	12	1
Road Leathers	1	1	0	Arms, Legs, Torso	1	5	1
Tough Clothing	1	1	0	Arms, Legs, Torso	3	20	1
Vault Jumpsuit	0	1	2	Arms, Legs, Torso	1	20	2
OUTFIT							
Brotherhood of Steel Fatigues	2	2	2	Arms, Legs, Torso	4	20	3
Brotherhood Scribe's Armor	1	2	2	Arms, Legs, Torso	4	20	2
Drifter Outfit	1	2	0	Arms, Legs, Torso	10	35	1
Formal Clothing	0	0	0	Arms, Legs, Torso	2	30	2
Lab Coat	0	0	0	Arms, Legs, Torso	2	10	1
HEADGEAR							
Army Helmet	2	0	0	Head	3	20	1
Brotherhood of Steel Hood	0	1	0	Head	<1	12	2
Brotherhood Scribe's Hat	0	2	0	Head	<1	8	2
Casual Hat	0	0	0	Head	<1	15	1
Formal Hat	0	0	0	Head	<1	15	2

ARMOR	DAMAGE RESISTANCES			COST	WEIGHT	RARITY
	PHYSICAL	ENERGY	RADIATION			
Raider	1	1	0	8	7	0
Leather	1	2	0	10	5	1
Metal	2	1	0	15	3	1
Combat	2	2	0	25	2	2

Note: Roll the hit location die for each piece of armor you find; the result indicates which part of the body the armor protects.

Pip-Boy

A Personal Information Processor manufactured by RobCo Industries. Under partnership with Vault-Tec, they were issued to many vault residents, though due to production constraints and ongoing development, different Vaults received shipments of different versions of the Pip-Boy. Many models were designed with biometric locks, preventing them from being removed while the wearer still lives.

Common functions include:

- A personal status indicator showing current health and wellbeing.
- An inbuilt holotape reader.
- A compass, a radio, and a Geiger counter, and can generate light from its screen equivalent to a flashlight.


V.A.T.S.

All Pip-Boy units aid their wearer with the Vault-Tec Assisted Targeting System. When a character equipped with a Pip-Boy makes an attack, they can **ignore the normal difficulty increase for targeting a specific hit location**.



















FOOD AND BEVERAGES


Some items of food and drink are irradiated, contaminated with the radiation which is all-pervasive in the wastelands. When you consume irradiated food

or drink, roll 1 . If you roll an Effect, you suffer 1 Radiation damage, which ignores any resistance from equipment or armor.

Food Items



FOOD	HP HEALED	OTHER EFFECTS	IRRADIATED?	WEIGHT	COST	RARITY
BlamCo Brand Mac and Cheese	4	—	1 	<1	10	1
Canned Dog Food	3	—	1 	<1	6	0
Cram	5	—	1 	<1	25	1
Crispy Squirrel Bits	6	—	—	<1	6	2
Dandy Boy Apples	3	—	1 	<1	7	0
Fancy Lads Snack Cakes	3	—	1 	<1	18	0
Gum Drops	3	—	1 	<1	5	0
Iguana Bits	4	—	1 	<1	8	1
InstaMash	4	—	1 	<1	20	0
Mirelurk Meat	6	—	1 	<1	18	1
Mongrel Dog Meat	4	—	1 	<1	8	0
Mutt Chops	6	—	—	<1	12	1
Noodle Cup	6	—	—	<1	20	2
Pork 'n' Beans	4	—	1 	<1	10	0
Potato Crisps	3	—	1 	<1	7	0
Roasted Mirelurk Meat	8	Gain +1 AP at start of next scene.	—	<1	40	2
Salisbury Steak	5	—	1 	<1	20	0
Squirrel Bits	4	—	1 	<1	4	1
Sugar Bombs	4	Gain +1 AP at start of next scene.	1 	<1	11	0
Yum-Yum Deviled Eggs	4	—	1 	<1	20	0




Many of the beverages listed in this section are **Alcoholic**. All alcoholic drinks have the same effect: Until the end of the scene, you may re-roll 1d20 on STR and CHA tests, but increase the difficulty of INT tests by +1. In addition, alcoholic drinks are addictive: after drinking the beverage, roll a few  equal to the

number of alcoholic drinks you've consumed during this session. If 2 or more Effects are rolled, you are addicted, and add +1 to the difficulty of CHA and AGI tests while not under the effects of an alcoholic drink. The Party Boy/Party Girl perk (p.41) renders you immune to alcohol addiction.

Beverage Items

BEVERAGE	HP HEALED	OTHER EFFECTS	IRRADIATED?	WEIGHT	COST	RARITY
Beer	0	Alcoholic.	—	1	5	1
Bourbon	0	Alcoholic. Reroll 1d20 on END tests.	—	1	7	2
Brahmin Milk	1	Heals 2 Radiation damage.	—	<1	15	2
Dirty Water	2	—	1 	<1	5	0
Moonshine	0	Alcoholic. +2 Max HP.	—	<1	30	3
Nuka-Cola	2	Immediately gain +1 AP.	1 	1	20	2
Purified Water	3	—	—	<1	20	1
Rum	0	Alcoholic. Reroll 1d20 on AGI tests.	—	1	8	2


CHEMS

Many chems are addictive. When you take an addictive chem, roll a number of  equal to the number of doses you've taken this session. If you roll a number of Effects that equals or exceeds that Chems addiction number (noted after "Yes" in the "Addictive?" column below), you have become

addicted to that chem. Each chem lists the addiction effects in their descriptions, below.

Chem duration lasts until the end of the current turn (Brief) or until the end of the current scene (Lasting).



Chem Items

CHEMS	EFFECTS	DURATION	ADDICTIVE?	WEIGHT	COST	RARITY
Buffout	Re-roll 1d20 on all STR and END tests. +3 Max HP.	Lasting	Yes 2	<1	45	2
Daddy-O	Reduce the difficulty of all PER and INT tests by 1 (minimum 0). +1 difficulty to CHA tests.	Lasting	Yes 1	<1	50	2
Jet	Extra actions cost 1 less AP.	Brief	Yes 2	<1	50	2
Med-X	+3 Physical damage resistance.	Lasting	Yes 2	<1	50	2
Mentats	Re-roll 1d20 on PER and INT tests.	Lasting	Yes 3	<1	50	2
Psycho	+2  damage to all attacks, +3 Physical damage resistance.	Lasting	Yes 2	<1	50	2
Rad-X	+6 Radiation damage resistance.	Lasting	No	<1	40	2
RadAway	Heals 4 Radiation damage (see description).	Instant	No	<1	80	2
Stimpak	Heals 4 HP (see description).	Instant	No	<1	50	2

JUNK

When you find junk while scavenging, roll 2d20. That is the quantity of junk items you scavenge. Junk items have a weight of 2 and are worth 2 caps each in trade. You may spend 1 Luck point to increase the number of junk items scavenged by an amount equal to your **LCK** score.

You can salvage materials from junk items and from other items you wish to dispose of to use them later for repairs and for crafting. Salvage requires that you have appropriate tools or facilities, such as a workbench.

Salvaging items takes around 10 minutes and requires an **INT + Repair** test with a difficulty of 0. Roll 1  for each junk item salvaged: you receive common materials equal to the total rolled. You may roll +1  for every AP spent after succeeding on this test, as you salvage more efficiently and secure more materials.

If you have the Scrapper perk, you also receive one uncommon material for each effect rolled. If you have 2 ranks in the Scrapper perk, you'll also receive 1 rare material for every 2 Effects rolled.

Common materials include wood, steel, plastic, rubber, cloth, concrete, bone, and ceramics; substances that are easy to find and easy to salvage. A single unit of common materials has a cost of 1 cap, and a weight of 1 lb.

Uncommon materials are rarer and harder to salvage, and include copper, aluminum, lead, silver, as well as cork, glass, fertilizer, fiberglass, and small components such as gears, springs, and screws. A single unit of uncommon materials has a cost of 3 caps, and a weight of 1 lb.


Rare materials are the rarest and most difficult to salvage. Asbestos, ballistic fiber, circuitry, fiber-optics, corrosive and antiseptic chemicals, and even nuclear material are found in many items, but are difficult to salvage. A single unit of rare materials has a cost of 5 caps and a weight of 1 lb.



MAGAZINES

When you read a magazine, it grants a temporary perk, a bonus which applies once, on a single skill test, a single attack, or other distinct situation. If you have the Comprehension perk (p.37) you have a chance to

use the benefit again. Once you used a temporary perk, you may choose to learn it permanently when you next level up; otherwise, you forget it and must find another copy of that magazine to ‘remind’ yourself of the perk.

PUBLICATION	EFFECT
Astoundingly Awesome Tales	+2 to Radiation damage resistance.
Duck and Cover!	Once, when you are affected by a Blast weapon, you may choose to fall prone (p.24). If you do so, you add +3 to all damage resistances against the damage caused by that Blast. If you later learn this perk, you may use it whenever you are affected by a Blast weapon by spending 1 AP.
Grognaak the Barbarian	One successful melee attack you make inflicts +2  damage.
Guns and Bullets	One attack with a Small Guns weapon gains the Vicious damage effect if it didn't have it already.
Massachusetts Surgical Journal	Once, when you provide medical attention to another character and assist their END + Survival test to heal injuries, you may treat your assistance die as if it had rolled a 1. If you learn this perk, you may do this once per session.
Tales of a Junktown Jerky Vendor	Once, when you succeed or fail at a Barter test to haggle on the price of a trade, you may spend 1 Luck point to shift the price 10% in your favor. If you learn this Perk, you may do this on any Barter test to haggle, though you must spend one additional Luck point each extra time you use it during a session (1 for the first time, 2 for the second, 3 for the third, etc.).
Tesla Science Magazine	Once, when you inflict a Critical Hit, increase the total damage inflicted by +2.
Tumblers Today	You may re-roll 1d20 on a single Lockpicking test.
Unstoppables	Spend 3 Luck points to avoid all damage from a single attack or hazard.
U.S. Covert Operations Manual	Enemies suffer +1 difficulty on tests to detect you.
Wasteland Survival Guide	Consuming a food item heals twice as many HP.

MISCELLANY

UTILITY ITEMS	EFFECTS	WEIGHT	COST	RARITY
Bobby Pin	Reduces difficulty of Lockpick tests by 1 (minimum 1). One bobby pin breaks per complication rolled.	<1	1	0
First Aid Kit	Heal +2 HP upon succeeding at the First Aid action.	4	200	2
Geiger Counter	Allows a PER + Survival test, difficulty 1, to determine if there is radiation present in an area, and how much.	8	325	3
Multi-Tool	Reduce the difficulty of Repair tests by 1 (minimum 0).	1	100	2
Torch	Generates bright light within Close range until the end of the current scene. Requires an INT + Survival test to light, difficulty 1, +1 for each previous use.	1	10	1

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